CRITICAL HIT RESULT TABLE

Die Roll	Results
1	HEAD HIT: Victim is stunned for 1D3 blows. Attacker has a 10% chance to hit the Victim each turn he is incapacitated.
2	GLANCING BLOW: No damage to body; Fatigue loss only.
3	EYE HIT: Victim loses 1D2 blows, has a 20% chance (minus 10% of Hit Probability) of being blinded in one eye.
4	GLANCING BLOW: No damage to body; Fatigue loss only.
5	NECK HIT: +1 point of injury (Fatigue, then Body) until properly bandaged or Cured. 1/6 chance of being beheaded by an edged weapon; 1/4 chance of neck being broken if struck by an impact weapon.
6	GLANCING BLOW: No damage to body; Fatigue loss only.
7	DISARM: Victim loses 1D3 blows and has a 25% chance of dropping his weapon. If a Monster is fighting with "natural weapons", there is a 25% chance that it has been "amputated".
8	SHOULDER HIT: 15% chance of a bone being broken, if struck by a Heavy slashing or impact weapon. If bone is broken, the arm affected is useless until Cured or it has healed naturally.
9	GLANCING BLOW: No damage to body; Fatigue loss only.
10	SERIOUS HIT TO CHEST: 25% chance of 1 die extra damage, with loss to Fatigue Levels or to Body if Fatigue points have been exhausted.
11	GLANCING BLOW: No damage to body; Fatigue loss only.
12	GLANCING BLOW TO SWORD ARM: 50% chance of Disarm.
13	SPINE HIT: 50% chance of paralysis if in Class 0 - 1 Armor, 30% chance if in Class 2 - 3 Armor 25% if in Class 4 - 8 Armor; and 10% chance in Class 9 - 10 Armor. If paralysis results, roll a percentile die. 0 - 20% equals 1 limb; 21 - 40% equals 2 limbs; 41 - 60% equals 3 limbs; 61 - 80% equals 4 limbs; 81 - 100% equals Dead.
14	GLANCING BLOW: No damage to body; Fatigue loss only.
15	GROIN HIT: Victim incapacitated for 1D2 melee phases, unless Constitution 17+.
16	GLANCING BLOW TO LEG: 25% chance of a Bash.
17	LEG HIT: 20% chance of breaking the leg if struck by a Heavy slashing or impact weapon. If bone is broken the leg is useless until Cured or it has healed naturally. Otherwise, 50% chance of a Bash.
18	GLANCING BLOW: No damage to body; Fatigue loss only.
19	GLANCING BLOW: No damage to body; Fatigue loss only.
20	GLANCING BLOW TO LEG: 25% chance of a Bash.

BARE HAND COMBAT MATRIX

Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
Fist	4	½ †	H%	45	40	35	30	25	15	10	5	0	- 5	-10
		(stun)	C%	10	10	10	10	10	10	10	10	10	10	10
			B%	20	20	20	20	20	20	20	10	10	0	0
Armored Fist	4	1 †	H%	45	40	35	30	25	15	10	5	0	- 5	-10
			C%	15	15	15	15	15	15	15	15	15	15	15
			B%	25	25	25	25	25	25	25	20	20	10	10
Boot	4	½ † (+1)	H%	45	40	35	30	25	15	10	5	0	- 5	-10
		(stun)	C%	10	10	10	10	10	10	10	10	10	10	10
			B%	25	25	25	25	25	25	25	20	20	10	10
Armored Boot	4	1 † (+2)	H%	45	40	35	30	25	15	10	5	0	- 5	-10
			C%	20	20	20	20	20	20	20	20	20	20	20
			B%	30	30	30	30	30	30	30	25	25	20	20

NATURALLY ARMED MONSTERS COMBAT MATRIX

Type	Weapon	Blows	WDF		Armor Class 0	1	2	3	4	5	6	7	8	9	10
MSB 0	Small Fangs/	4	½	H%	45	35	30	25	20	15	10	- 5	-10	-15	-20
	Teeth			C%	10	5	5	5	5	5	5	0	0	0	0
MSS 0	Small Tail/	2	P	H%	55	50	45	35	30	25	20	5	0	- 5	-10
	Stinger			C%	0	0	0	0	0	0	0	0	0	0	0
MSB 1	Small Pincers/	4	½	H%	50	40	35	30	25	20	15	0	- 5	-10	-15
	Manibles			C%	10	10	5	5	5	5	5	0	0	0	0
MSS 1	Small Viper	3	P	H%	55	50	45	40	30	25	20	5	0	- 5	-10
	Striking			C%	0	0	0	0	0	0	0	0	0	0	0
MSC 1	Small Claws/	4	½	H%	50	45	40	30	20	15	10	- 5	-10	-15	-20
	Talons			C%	10	10	5	5	5	5	5	5	0	0	0
MMB 2	Medium Fangs/	3	2	H%	55	45	40	35	30	20	15	10	5	- 5	-10
	Teeth			C%	25	20	15	15	15	10	10	10	5	5	5
MSH 2	Small Horns	3	1½	H%	45	40	35	30	25	15	10	5	0	- 5	-10
				C%	15	15	10	10	10	10	10	5	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
MLB 3	Large Fangs/	2	4	H%	60	50	45	40	35	30	25	15	10	5	5
	Teeth			C%	35	35	30	30	25	20	15	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
MSK 3	Small Hooves	4	1	H%	40	35	30	30	25	20	15	5	0	- 5	-10
				C%	15	10	10	10	5	5	5	0	0	0	0
MMH 4	Medium Horns	3	2½	H%	55	50	45	40	35	25	20	10	5	0	- 5
				C%	30	25	25	20	20	15	10	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
MLS 5	Large Viper	2	P	H%	55	50	45	40	35	30	25	15	10	5	0
	Striking			C%	0	0	0	0	0	0	0	0	0	0	0
MLS 6	Large Tail	2	P + 1	H%	55	50	45	40	35	30	25	15	10	5	
	Stinger			C%	0	0	0	0	0	0	0	0	0	0	0
				B%	25	25	25	25	25	25	25	20	20	10	10
MLC 6	Large Claws/	3	3½	H%	60	55	50	45	40	35	30	25	20	15	10
	Talon			C%	35	30	30	25	25	20	20	15	15	15	10
				B%	30	30	30	30	30	30	30	25	25	20	20
MLH 7	Large Horns	2	4	H%	55	50	45	40	35	30	25	20	15	10	5
				C%	35	30	30	25	25	20	15	15	10	10	10
				B%	AUTOMATIC										
MGB 8	Giant Fangs/	2	5	H%	55	55	50	45	40	35	30	25	20	15	15
	Teeth			C%	45	40	40	35	30	25	25	20	20	15	15
				B%	AUTOMATIC										
MLK 8	Large Hooves	3	2	H%	50	45	40	35	35	25	20	20	15	10	10
				C%	35	35	30	30	30	25	20	20	20	15	10
				B%	AUTOMATIC										
MGS 9	Giant Serpent	2	var.	H%	55	50	45	45	40	35	30	25	20	15	10
	Striking			C%	40	35	30	30	30	25	20	20	20	10	5
MGB 10	Giant Pincers/	2	4½	H%	60	55	50	45	40	35	30	25	20	15	15
	Manibles			C%	50	45	40	35	30	25	20	20	15	15	10
MGC 10	Giant Claws/	2	4½	H%	60	55	50	45	40	35	30	25	20	15	15
	Talons			C%	50	45	40	35	30	25	20	20	15	15	10
				B%	AUTOMATIC										

var. Damage varies
P Poison damage only
WDF Weapons Damage Factor

B% Bash Percentage
C% Critical Hit Percentage

† No damage against beings with full armor protection (but a Bash is possible). Also large creatures tend to be unaffected unless blows delivered with Superhuman Strength.

Superhuman Strength – Double Kick or Fist damage and +25% to Grapple, Restraint, or Toss.
Titantic Strength – As above plus +5% to Critical Probability.
Irresistable – Double Fist or Kick damage plus 1D6 points. +35% to Grapple, Restraint, or Toss. +5% to Critical Probability.
Invincible – Triple Fist or Kick damage plus 1D10 points. +40% to Grapple, Restraint, or Tripping with 1D20 points of damage from a Hug. +10% to Critical Probability and stuns may be critical if the attacker wishes.

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Gamemaster's Shield

MONSTER STATISTICS CHART

Type		Armor	Body	D%	H%	Attack Mode and Special	Weight	Move	EXP
Ants:	Giant	8	25	Normal	Normal	2 x MGB 10; 2D6 each round once bitten	200	60/120	175
Apes		1	35	-25	+10	4 x MMC 3 + 2 x MMB 2; Apes will Hug	400	60/150	100
Basilisks		5	70	-10	+15	3 x MLB 3	700	60/160	3000
					+30	2 x MLC 6; Breath: 60' Range: Turn to Stone: 25%; Gaze Turn to Stone: 25%			
Bears:	Brown	3	50	-15	+15	2 x MLC 6 + 2 x MLB 3	450	60/180	300
	Grizzly	3	60	-15	+15	3 x MLC 6 + 2 x MLB 3	800	60/180	300
	Polar	3	60	-25	+25	4 x MLC 6 + 2 x MLB 3	900	60/180	700
	Lycanthrope	5	75	-25	+35	4 x MLC 6 + 2 x MLB 3	900	60/180	5000
						All Bears are ferocious in fight (+2 Blows) + Hug			
Boars:	European	3	35	-25	+10	4 x MMB 2 + 2 x MSK 3	125	60/180	150
	Lycanthrope	4	55	-25	+30	5 x MMB 2 + 3 x MSK 3	250	60/180	3250
						All Boars score Leg Hits (Critical Hit roll 1D6+14) Bash equals type H weapon + 10% vs. all targets			
Bulls		3	60	Normal	+15	3 x MLH 7 + 3 x MLK 8; Auto Bash when charges	1500	60/200	200
Cats:	Domestic	0	4	-50	+25	4 x MSC 1 + 3 x MSB 0 (+1 Blow)	10	60/180	0
	Familiar	3	15	-60	+40	8 x MSC 1 + 6 x MSB 0 (+2 Blows)	10	60/240	750
Centaurs:	Leader	2	65	-15	+25	4 x WDF + 4 x MLK 8	1700	60/300	1500
	Male	2	55	-15	+20	3 x WDF + 3 x MLK 8	1500	60/280	1200
	Female	1	45	-15	+10	3 x MLK 8	1300	60/180	900
	Young	0	20	-15	Normal	1 x MLK 8	350	60/240	50
Centipedes:	Normal	0	½	Normal	Normal	1 x MSB 1 + poison 35% death	0	10/20	0
	Giant	2	10	Normal	+10	1 x MLB 10 + poison 45% death	50	80/160	50
Chimera:	Normal	6	100	-25	+25	4 x MLC 6	1000	60/240	5000
					+20	3 x MLB 3; Self immolation for 1D20			
	3-Headed	6	100	-25	+25	4 x MLC 6	1000	60/240	7500
					+20	3 x MLB 3 (Lion) + 3 x MLH 7 (Goat) Breath: 2 Blasts/turn 30' Range, 1D20 damage			
Cockatrices		5	50	-15	+25	2 x MLB 5	500	60/120	1500
					+15	2 x MLC 6; Petrification: 25% on Touch			
Crabs:	Normal	4	2	Normal	Normal	3 x MSB 1	1 - 2	30/60	0
	Giant	6	25	Normal	Normal	3 x MGB 10	250	60/120	225
Death†		4	90	-35	+50	5 x WDF (+5 Blows); Parry -20%; Unbashable;	500	60/120	15000
Dogs:	Large	1	12	-25	+10	3 x MMB 2	75	60/240	25
	War	1	16	-25	+15	4 x MMB 2	125	60/240	50
	Armored	5	20	-25	+15	4 x MMB 2	175	60/200	125
Eagles:	Normal	1	10	-35	+15	2 x MMC 3 + 2 x MMB 2	20	20/500	25
	Great	3	70	-25	+15	3 x MGC 10 + 2 x MGB 8	1000	40/650	1000
	Lord	3	125	-25	+25	3 x MGC 10 + 2 x MGB 8	2000	50/700	1250
						All Eagles cannot Dodge on land; When Diving automatically knock down beings 5 x their weight, LH Bash beings 7 x their weight			
Falcons and Hawks		0	2 - 4	-45	+25	6 x MSC 1 + 6 x MSB 1 plus 1D6 damage Diving on Small Animals; Hawks can't Dodge on land	1 - 5	20/650	0
Frogs:	Giant Killer	1	30	-15	Normal	3 x MMB 2 + MLK 8 (50% Bash) Tongue: 20' range	300	60/180	250
Gargoyles		5	75	-40	+50	4 x MLC 3 (+4 Blows)	500	60/150	4500
					+20	2 x MLH 7			
Ghosts †						Special			
Ghouls †		4	50	-35	+35	4 x MMC 3 + 4 x MMB 2	250	60/120	1000
Gorgons		3	80	-50	+55	5 x WDF (+5 Blows); Parry -15%	350	6/150	10000
					+25	MSS 1 (6 Blows); Poison: -20% death Gaze: Petrification			
Griffons		6	90	-25	+35	3 x MLB 3	2000	60/240	5000
					+40	4 x MGC 10 (+1 Blow)			
Harpies		3	40	-30	+25	3 x WDF	2000	60/300	1000
Hippogriffs		5	75	-25	+30	3 x MLB 3	2000	60/240	3500
					+35	3 x MGC 10 (front)			
					+25	3 x MLK 8 (rear)			
Hydras		3	100	-10	+15	MLS 6 per Head - Poison: 90% fatal; 3D6 damage if not fatal; Severed Heads: (25%/edged weapons hit) grow into two heads	300	60/160	500
Leopards:	Spotted	2	30	-35	+20	3 x MMC 3 (+1 Blow) + 3 x MMB 2	100	60/240	350
	Black	2	35	-35	+25	4 x MMC 3 (+1 Blow) + 3 x MMB 2	150	60/240	425
	Cheetah	2	30	-30	+20	3 x MMC 3 (+1 Blow) + 3 x MMB 2	90	60/380	350

MONSTER STATISTICS CHART

Type		Armor	Body	D%	H%	Attack Mode and Special	Weight	Move	EXP
Lion:	African	2	50	-20	+25	3 x MLC 6 (+1 Blow) + 2 x MLB 3	600	60/240	500
	Lycanthrope	4	65	-25	+35	4 x MLC 6 (+1 Blow) + 3 x MLB 3	700	60/240	5000
Manticores:	All	5	75	-25	+35	3 x MLC 6	1000	60/240	---
	Stinger				+40	MLS 6 - Poison: 25% death or 1D10 damage			3000
	Spike				+30	As Light Crossbow (4 shots/turn)			3000
	Mace				+40	6 x WDF (Mace) (+2 Blows)			3500
Minotaur		4	75	-25	+50	8 x WDF Fists and Kicks (Superhuman)	550	60/180	3800
					+25	3 x MLH 7			
Mosquitoes:	Giant	0	10	- 5	+25	3 x WDF Sword 5L* (Infantry) Drains 2D6/turn	50	20/300	100
Mules		3	50	-10	+10	3 x MLK 8 + 2 x MMB	1500	60/160	200
Mummies†		4	100	-30	+60	6 x WDF (9 Blows); Parry (-40%)	235	30/90	50000
Nazgul†		9	200	-50	+65	5 x WDF (9 Blows); Parry (-45%)	0	60/120	100000
Pegasai		1	25+2D10	-30	+35	4 x MLK 8	750	60/300	2500
Porcupines:	Giant	5	25	Normal	+10	1D6 Quills twice per round Each Quill Light Crossbow 5D6+1 Damage	200	40/100	200
Rams:	Normal	2	10	-15	+10	2 x MLH 7; +10% to Bash when charging	100	60/180	50
	Giant	3	40	-10	+15	3 x MLH 7; +10% to Bash when charging Bash like Bear Hug	1000	60/240	350
Rats:	Gutter	0	3	-20	Normal	3 x MSB 0	4	50/120	0
	Giant	0	20	-20	+10	3 x MMB 2	100	60/180	50
	Lycanthrope	4	25	-25	+20	3 x MMB 2 (+2 Blows)	150	60/180	700
Rhinoceros		6	125	-25	+15	4 x MLH 7 + 3 x MLK 8	8000	60/160	1500
Rocs		See Great Eagle but increase by 2 or 3 times.							
Scorpion:	Small	0	½	Normal	Normal	1 x MSS 0 + Poison	---	10/20	0
	Giant	6	35	Normal	Normal	2 x MGB 10 + 1 x MLS 6 + Poison	300	60/150	200
Skunks:	Striped	0	5	Normal	Normal	Spray in cone 20' x 10' - Smell incapacitates 25% Routs 26% - 75%	15	60/120	0
	Giant	0	20	Normal	Normal	Spray in cone 60' x 25' - Smell incapacitates 25% Routs 26% - 75%	75	60/160	50
Skeletons:	Type I	3	15	-30	+25	3 x WDF (+1 Blow): Parry (-10%)	35	60/120	100
	Type II	7	35	-40	+40	4 x WDF (+3 Blows): Parry (-20%)	135	60/120	750
Snakes:	Constricter	0	10	Normal	Normal	MGS 9: 15% - + Constrict (x2 dice)	150	30/90	25
	L. Constricter	0	20	Normal	Normal	MGS 9; 25% - + Constrict (x3 dice)	350	50/120	50
	Small Viper	0	3	Normal	Normal	MSS 1 + Poison	3 - 9	30/90	25
	Large Viper	0	6	Normal	Normal	MLS 5 + Poison	15	30/120	25
	Giant Serpent	3	50	-10	+15	MGS 9; 35% - Constrict (x4 dice) MLS 6 + Poison for 40% death or 1D20 damage	1000	60/160	700
Spiders:	Giant	0	30	-10	+ 5	1 x MGB 10 + Paralysis Poison; Webs: casts line up to 60' with 25% accuracy	200	60/180	400
Stags:	Normal	1	25	-15	+ 5	2 x MLH 7 + 4 x MSK 3	300	60/240	50
	Great	2	40	-25	+20	3 x MLH 7 + 6 x MSK 3	450	60/300	200
	Female	1	15	-15	+ 5	4 x MLK 3	150	60/240	20
Tigers:	Indian	2	55	-25	+25	3 x MLC 6 (+1 Blow) + 2 x MLB 3	700	60/240	550
	Siberian	2	60	-25	+30	4 x MLC 6 (+1 Blow) + 2 x MLB 3	800	60/240	600
	Lycanthrope	4	75	-25	+35	4 x MLC 6 (+1 Blow) + 3 x MLB 3	900	60/240	5000
Unicorns		3	60	-50	+40	3 x WDF (9 LH Spear)	1400	60/300	5000
					+25	3 x MLK 8			
Vampire †						Special			
Vampire Bats		0	5	-35	+30	3 x MSB 0 + Blood Drain	1 - 3	5/240	0
War Elephants		3 - 5	150	Normal	+15	4 x MLH 7 + 4D6 Damage Trampling Trunk (25% chance hurling 15' - 40' or Trample)	10000	60/150	1500
Wasps:	Giant	0	12	-20	+25	3 x WDF Sword 5 L* + Poison 35% Paralysis	50	20/300	100
Weasels:	Giant	2	25	-20	+15	3 x MMB 2 + Blood Drain	75	60/180	150
Will O'Wisp†						Special			
Wolves:	Gaunt Grey	1	16	-25	+10	3 x MMB 2	125	60/240	50
	Pack Leader	1	24	-25	+25	4 x MMB 2	200	60/240	100
	Warg	1	20	-25	+10	4 x MMB 2	175	60/240	75
	Pack Leader	1	30	-25	+25	5 x MMB 2	250	60/240	150
	Dire	2	45	-25	+25	3 x MLB 3	400	60/240	250
	Lycanthrope	4	50	-25	+35	3 x MLB 3	425	60/240	2750
Wolverine:	Normal	3	25	-25	+25	3 x MMB 2 + 4 x MMC 3	50	60/180	300
	Giant	4	60	-20	+25	3 x MLB 3 + 3 x MLC 6	200	60/200	500
Zombies:	Average	4	30	Normal	+10	4 x WDF	190	30/90	100
	Strong	4	45	Normal	+15	5 x WDF	220	30/90	200

† These Monsters have one or more Special Abilities.

Personal Combat Factor Chart

PCF	Dodge %	Shield Parry %	Using Light Weapons Blows	Damage	H%	P%	Using Other Weapons Blows	Damage	H%	P%
Under 3	+ 5	--	- 1	1	- 5	+ 5	- 1	1	- 7	+10
3 - 3.9	--	--	--	2	--	--	--	2	--	--
4 - 5.9	- 5	- 3	--	3	+ 5	- 5	--	3	--	--
6 - 6.9	- 8	- 5	--	3	+ 8	- 8	--	3	+ 5	--
7 - 8.9	- 10	- 8	--	3	+10	- 10	--	3	+ 8	- 5
9 - 9.9	- 15	- 10	--	3	+12	- 12	--	3	+10	- 5
10 - 10.9	- 18	- 12	+1	3	+15	- 15	--	3	+12	- 8
11 - 12.9	- 20	- 15	+1	3	+18	- 18	+1	3	+15	- 10
13 - 14.9	- 22	- 18	+2	3	+20	- 20	+1	4	+18	- 12
15 - 16.9	- 25	- 20	+2	4	+22	- 22	+1	4	+20	- 15
17 - 19.9	- 28	- 25	+3	4	+25	- 25	+2	4	+22	- 17
20 - 22.9	- 30	- 30	+3	4	+28	- 28	+2	4	+25	- 20
23 - 24.9	- 35	- 35	+4	4	+30	- 30	+3	4	+28	- 22
25 - 29.9	- 40	- 38	+4	4	+35	- 35	+3	4	+30	- 25
30 - 33.9	- 45	- 40	+5	4	+38	- 38	+4	4	+32	- 28
34 - 36.9	- 50	- 45	+6	4	+40	- 40	+4	5	+35	- 30
37 - 39.9	- 50	- 50	+6	5	+45	- 45	+5	5	+38	- 33
40 - 44.9	- 55	- 52	+7	5	+50	- 50	+5	6	+40	- 35
45 - 49.9	- 55	- 55	+7	5	+50	- 50	+6	6	+42	- 38
50+	- 55	- 55	+8	6	+50	- 50	+6	7	+45	- 40

Infantry, Yeomanry, and Militia Combat Matrix

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	H%	45	40	35	30	25	15	10	5	0	- 5	-10
				C%	25	20	15	10	10	10	10	5	5	5	5
5 L	Light Sword	3	1½	H%	55	50	45	35	30	25	15	5	0	- 5	-10
				C%	25	20	20	15	15	10	10	10	5	5	5
5 L*	Sword	3	2	H%	50	45	40	35	30	20	15	10	5	0	- 5
				C%	30	25	20	15	10	10	10	10	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 LH	Norman War Axe	3	2	H%	45	40	35	35	35	25	20	15	10	5	5
				C%	35	30	30	25	20	15	10	10	10	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
8 LH	Quarterstaff	5	1	H%	60	55	45	35	35	15	10	0	- 5	-10	-10
				C%	25	25	20	15	10	5	5	0	0	0	0
				B%	25	25	25	25	25	25	25	20	20	10	10
8 H	Two-handed Sword	2	3	H%	35	35	35	35	35	35	30	25	20	15	15
				C%	40	35	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Battle Axe	2	3½	H%	35	35	35	35	35	30	30	25	20	15	15
				C%	45	40	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
9 LH	Thrusting Spear	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	40	40	35	35	35	25	20	15	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10
10 LH	Pole Arm (Bill†, Etc.)	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	35	35	30	30	25	20	15	10	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10
10 H	Halberd	2	4	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	50	45	40	35	35	30	25	25	20	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
10 H	Pike !	2	3	H%	35	35	35	35	35	30	25	15	10	5	0
				C%	35	30	30	25	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20

† Bills may be used to "hook" a man and pull him down. No damage: Check for bash.
! Grounded Pikes and Lances inflict three dice of damage against charges with +10% on probability of hit and bash.

Bare Hand Combat Matrix

Weapon	Blows	WDF		0	1	2	3	4	5	8	9	10
Fist	4	½ †	H%	45	40	35	30	25	15	0	- 5	-10
		(stun)	C%	10	10	10	10	10	10	10	10	10
			B%	20	20	20	20	20	20	10	0	0
Armored Fist	4	1 †	H%	45	40	35	30	25	15	0	- 5	-10
			C%	15	15	15	15	15	15	15	15	15
			B%	25	25	25	25	25	25	20	10	10
Boot	4	½ † (+1)	H%	45	40	35	30	25	15	0	- 5	-10
		(stun)	C%	10	10	10	10	10	10	10	10	10
			B%	25	25	25	25	25	25	20	10	10
Armored Boot	4	1 † (+2)	H%	45	40	35	30	25	15	0	- 5	-10
			C%	20	20	20	20	20	20	20	20	20
			B%	30	30	30	30	30	30	25	20	20

† No damage against beings with full armor protection (but a Bash is possible). Also res tend to be unaffected unless blows delivered with Superhuman Strength.

Superhuman Strength – Double Kick or Fist damage and +25% to Grapple, Restraint,
Titantic Strength – As above plus +5% to Critical Probability.
Irresistable – Double Fist or Kick damage plus 1D6 points. +35% to Grapple, Restrain5% to Critical Probability.
Invincible – Triple Fist or Kick damage plus 1D10 points. +40% to Grapple, Restraint, with 1D20 points of damage from a Hug. +10% to Critical Probability and stuns may be crittacker wishes.

Non-Fighters Combat Matrix

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	9	10
1 L	Dagger	4	1	H%	45	40	35	30	25	15	10	- 5	-10
				C%	25	20	15	10	10	10	10	5	5
1 L	Thieves' Dagger	4	1½	H%	55	50	45	40	35	30	25	15	10
				C%	50	50	45	40	35	30	25	15	15
1 L	Hatchet Light Club	3	2	H%	40	35	25	20	15	10	5	-10	-15
				C%	30	25	20	20	15	10	5	5	5
4 L*	Wood Axe Heavy Club	3	2	H%	45	40	35	30	30	25	15	0	0
				C%	35	30	30	30	20	15	10	5	5
				B%	20	20	20	20	20	20	20	0	0
5 L	Light Sword	3	1½	H%	45	45	40	35	30	20	15	- 5	-10
				C%	25	20	20	15	15	10	10	5	5
6 L*	Pitchfork	3	1½	H%	40	35	30	25	20	15	5	-10	-15
				C%	20	20	15	15	10	10	10	5	5
				B%	20	20	20	20	20	20	20	0	0
8 LH	Quarterstaff	5	1	H%	50	45	40	30	25	10	5	-10	-15
				C%	25	25	20	15	10	5	5	0	0
				B%	25	25	25	25	25	25	25	10	10
8 L*	Hunting Spear	2	3	H%	45	45	40	35	25	20	15	- 5	-10
				C%	40	40	35	35	30	20	15	5	5
				B%	20	20	20	20	20	20	20	0	0
8 L*	Improvised Peasant Pole Arm	2	2	H%	40	35	30	25	20	15	10	- 5	-10
				C%	25	20	15	15	10	10	10	5	5
				B%	20	20	20	20	20	20	20	0	0

Chivalric Arms Combat Matrix

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	H%	40	30	25	20	15	10	5	0	0	- 5	-10
				C%	25	20	15	10	10	10	10	5	5	5	5
2 L*	Hand Axe	3	2	H%	40	35	25	20	15	10	5	0	0	- 5	-10
				C%	30	25	20	20	15	10	10	5	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
3 L	Short Sword	3	1½	H%	50	45	40	30	20	15	10	5	5	0	- 5
				C%	25	25	20	15	15	10	10	5	5	5	5
4 LH	Mace	3	2½	H%	35	35	35	30	30	25	25	20	15	10	10
				C%	30	25	20	20	20	15	10	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
4 LH	Dwarf War Hammer	4	2½	H%	40	40	35	35	30	25	25	20	15	10	10
				C%	30	25	20	20	20	15	10	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
5 L	Light Sword	3	1½	H%	50	45	40	30	20	15	10	5	0	- 5	-10
				C%	30	25	20	15	15	10	10	10	5	5	5
5 L*	Scimitar	4	2	H%	55	50	40	35	30	25	20	15	10	5	0
				C%	35	30	25	20	20	15	10	10	10	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 L*	Sword	3	2	H%	55	45	40	35	30	20	15	10	10	5	5
				C%	30	25	20	15	15	10	10	10	10	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 LH	Norman War Axe	3	2½	H%	45	40	35	35	35	25	20	20	15	10	10
				C%	35	30	30	25	20	15	10	10	10	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 LH	Knight's Broadword	3	2½	H%	50	50	45	40	35	25	20	20	15	10	10
				C%	35	30	30	25	20	15	10	10	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 LH	Barbarian Long Sword	3	2	H%	50	45	40	35	30	25	15	15	10	5	0
				C%	30	25	20	20	20	15	10	5	5	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 H	War Hammer	3	2½	H%	35	35	35	30	30	30	25	25	20	15	15
				C%	35	30	30	30	25	25	20	20	15	15	10
				B%	30	30	30	30	30	30	30	25	25	20	20
7 LH	Bastard Sword	2	3	H%	45	40	35	35	35	30	30	25	20	15	10
				C%	35	30	30	30	25	20	20	20	15	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
7 H	Morning Star	2	3½	H%	40	40	40	40	35	30	30	25	20	20	20
				C%	40	35	30	25	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Sword	2	3½	H%	35	35	35	35	35	35	30	25	25	20	20
				C%	40	35	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Battle Axe	2	3½	H%	35	35	35	35	35	30	30	25	25	20	15
				C%	45	40	35	30	25	20	20	20	15	15	10
				B%	30	30	30	30	30	30	30	25	25	20	20
9 H	Flail	2	4	H%	30	30	30	30	30	25	25	25	20	20	15
				C%	50	50	45	40	40	35	25	25	20	20	15
				B%	30	30	30	30	30	30	30	25	25	20	20
9 LH	Thrusting Spear	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	40	40	35	35	25	20	15	10	10	5	
				B%	25	25	25	25	25	25	25	20	20	10	10

Critical Hit Result Table

Die Roll	Result
1	HEAD HIT: Victim is stunned for 1D3 blows. Attacker has a 10% chance to hit the Victim each turn he is incapacitated.
2	GLANCING BLOW: No damage to body; Fatigue loss only.
3	EYE HIT: Victim loses 1D2 blows, has a 20% chance (minus 10% of Hit Probability) of being blinded in one eye.
4	GLANCING BLOW: No damage to body; Fatigue loss only.
5	NECK HIT: +1 point of injury (Fatigue, then Body) until properly bandaged or Cured. 1/6 chance of being beheaded by an edged weapon; 1/4 chance of neck being broken if struck by an impact weapon.
6	GLANCING BLOW: No damage to body; Fatigue loss only.
7	DISARM: Victim loses 1D3 blows and has a 25% chance of dropping his weapon. If a Monster is fighting with "natural weapons", there is a 25% chance that it has been "amputated".
8	SHOULDER HIT: 15% chance of a bone being broken, if struck by a Heavy slashing or impact weapon. If bone is broken, the arm affected is useless until Cured or it has healed naturally.
9	GLANCING BLOW: No damage to body; Fatigue loss only.
10	SERIOUS HIT TO CHEST: 25% chance of 1 die extra damage, with loss to Fatigue Levels or to Body if Fatigue points have been exhausted.

Bash Resolution Table

Die Roll	Results
1	Opponent is staggered and retreats 5'. He loses 1 blow.
2	Opponent is staggered and retreats 5'. He loses 1 blow.
3	Opponent is knocked to the knees, loses 2 blows, and Attacker has +10% to Hit on the next blow.
4	Opponent is knocked to the knees, loses 2 blows, and Attacker has +15% to Hit on the next blow.
5	Opponent is knocked off his feet. He may attempt to rise on 1 - 4 (on 1D6), losing 1 blow for each attempt to rise. Attacker has +20% to Hit while he is down.
6	Opponent is knocked off his feet and stunned for 1 melee round. Attacker has +25% to Hit while he is down. Procedure for rising as in Number 5, above.

Critical Hit Result Table

Die Roll	Result
11	GLANCING BLOW: No damage to body; Fatigue loss only.
12	GLANCING BLOW TO SWORD ARM: 50% chance of Disarm.
13	SPINE HIT: 50% chance of paralysis if in Class 0 - 1 Armor, 30% chance if in Class 2 - 3 Armor 25% if in Class 4 - 8 Armor; and 10% chance in Class 9 - 10 Armor. If paralysis results, roll a percentile die. 0 - 20% equals 1 limb; 21 - 40% equals 2 limbs; 41 - 60% equals 3 limbs; 61 - 80% equals 4 limbs; 81 - 100% equals Dead.
14	GLANCING BLOW: No damage to body; Fatigue loss only.
15	GROIN HIT: Victim incapacitated for 1D2 melee phases. unless Constitution 17+.
16	GLANCING BLOW TO LEG: 25% chance of a Bash.
17	LEG HIT: 20% chance of breaking the leg if struck by a Heavy slashing or impact weapon. If bone is broken the leg is useless until Cured or it has healed naturally. Otherwise, 50% chance of a Bash.
18	GLANCING BLOW: No damage to body; Fatigue loss only.
19	GLANCING BLOW: No damage to body; Fatigue loss only.
20	GLANCING BLOW TO LEG: 25% chance of a Bash.

Spell Targeting Modifiers

Obstacles:	
Target invisible but generally located	- 25%
Target obscured by foliage or partial cover	- 10%
Target seen in a mirror or pond reflection	- 10%
Target using 'Blurred Image'' spell	- 10%
Target obscured by real or illusionary Cloud	- 3%/foot
Targeting by Astrology or Divining	- 20%
Target behind obstacle of dense Rock	- 25%/foot
Target behind obstacle of porous Rock	- 15%/foot
Target behind obstacle of Dirt	- 10%/foot
Target behind wall of Water	- 5%/foot
Target behind wall of Ice	- 6%/foot
Target behind wall of Fire	- 5%/foot
Target behind wall of Light	- 10%/foot
Target behind wall of Darkness	- 15%/foot
Target behind wall of Cold	- 2%/foot
Target behind wall of True Lead	No Penetration
Target behind wall of Lead	- 20%/inch
Target behind wall of Metal	- 15%/inch
Target clad in full armor of Star of Iron	- 10%
Target clad in full armor of Mithril	- 20%

Missle Fire Matrix

Judges Guild

Weapon Rate of Fire	Damage Critical Bash	Range	% to Hit Armor Class 0	1	2	3	4	5	6	7	8	9	10
Short Bow	3+1D10	PB 45'	50	45	40	35	30	25	25	15	10	5	5
2/MT	C% 15	EFF 225'	45	40	35	30	25	20	20	10	5	0	0
	B% 15	EXT 450'	35	30	25	20	10	10	10	5	0	0	0
Horse Bow	4+1D10	PB 30'	50	45	40	35	30	25	25	20	10	5	5
2/MT	C% 15	EFF 150'	45	40	35	30	25	20	20	15	5	0	0
	B% 15	EXT 300'	40	35	25	20	10	10	10	5	0	0	0
Light Crossbow	5+1D10	PB 50'	55	50	45	40	35	30	30	25	15	10	10
1/MT	C% 20	EFF 250'	50	45	40	35	30	25	25	20	10	5	5
	B% 25	EXT 500'	40	35	30	30	25	20	20	10	0	0	0
Heavy Crossbow	7+1D10	PB 75'	55	55	55	50	45	40	40	35	30	25	25
1/MT	C% 30	EFF 375'	55	50	50	45	40	35	35	30	20	15	15
	B% 25	EXT 750'	45	45	45	40	35	30	30	15	10	0	0
Long Bow	5+1D10	PB 60'	60	55	50	45	40	35	35	30	20	15	15
2/MT	C% 20	EFF 300'	55	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT 600'	50	45	40	35	30	20	20	10	0	0	0
Elvish Bow	6+1D10	PB 75'	65	60	50	45	40	35	35	30	20	15	15
3/MT	C% 25	EFF 375'	60	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT 750'	50	45	40	35	30	20	20	10	0	0	0
Composite Bow	5+1D10	PB 60'	60	55	50	45	40	35	35	30	20	15	15
2/MT	C% 20	EFF 300'	55	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT 600'	45	45	40	35	30	20	20	10	5	0	0
Sling	3+1D6	PB 40'	50	45	35	30	25	20	20	15	10	5	5
1/MT	C% 15	EFF 200'	45	40	30	25	20	15	15	10	5	0	0
	B% 20	EXT 400'	40	35	25	20	15	10	10	0	0	- 5	- 5
Hand-hurled	*	PB 10'	75	65	60	50	40	35	35	25	15	0	0
2/MT	*	EFF 50'	50	45	40	35	25	10	10	5	0	- 5	- 5
	B% 15	EXT 100'	25	20	20	20	10	5	5	0	- 5	-10	-10

B%	Bash Percentage
C%	Critical Hit Percentage
PB	Point Blank Range
EFF	Effective Range
EXT	Extreme Range
#/MT	Attacks possible per melee turn

* Hand-hurled weapons have damage and critical hits as given in the Close Combat Matrices.

Rate of fire for self-bows used on foot, and also slings, axes, and javelins, may be increased by one if Dexterity is 15 - 18, and by two if 19 - 20.
Strength will affect the amount of damage done by self-bows and hand-hurled weapons. If Strength is 17 or above, add one point of damage per Strength point. Superhuman Strength increases range by 10% per level of Superhuman Strength.

½ personal percent to hit bonuses are added to the percent to hit.

Using Magick Bow or Arrow:	+5%/increment
Target clad Magick Armor:	-5%/increment
Target protected by Heavy Shield:	-15%
Target protected by Light Shield:	- 5%
Target protected by Mantlet:	-20%
Target protected by Battlement:	-20%
Target partially obscured by trees:	-10%
Target in dense trees:	-20%
Target is moving at 70 ' or faster:	-10%
Target is in open and stationary:	+10%
Target is behind Arrow slit:	-35%
Target is large animal or monster:	+ 5%
Target is very large:	+10%
Target is gigantic:	+15%
Archer firing from above:	+10%

Movement:	
Target is stationary and in view	+10%
Target is moving faster than 30' per turn	- 5%
Target moving faster than 100' per turn	- 15%
Target is advancing toward spell caster	+10%
Spell caster is moving faster than 10'/turn	- 10%
Enhancement: Up to	+25%

Spells Which Miss the Target

% Roll	Result
1 - 15	Spell deflected 60° to right of spell caster
16 - 30	Spell deflected 30° to right of spell caster
31 - 40	Spell lands short 25% of way to target
41 - 47	Spell lands short 75% of way to target
48 - 52	Spell on Target
53 60	Spell overshoots target by 10 x 1D3 feet
61 - 70	Spell overshoots target by 10 x 1D6 feet
71 - 85	Spell deflected 30° to left of spell caster
86 - 00	Spell deflected 60° to left of spell caster

Magick Conflict Table: Spell Targeting

TARGET TYPE		SPELL CASTER'S MAGIC TYPE: Natural	Minor Arcane	Major Arcane	Mystic	Evil Priest	Magic Device
Arcane, Major	S	80	80	90	90	80	80
	E	45	50	50	50	50	45
	I	20	25	25	25	25	20
Arcane, Minor	S	80	80	80	90	80	80
	E	45	50	50	50	50	45
	I	20	25	25	25	25	20
Cleric	S	80	75	75	75	80	70
	E	50	45	40	40	50	40
	I	25	20	25	25	25	20
Cleric, Fighting	S	80	80	80	90	90	75
	E	55	50	50	60	50	45
	I	30	25	25	25	25	20
Demons	S	75	75	75	90	80	75
	E	50	50	50	60	60	50
	I	25	25	25	30	30	25
Dragons	S	90	75	75	75	75	80
	E	60	40	40	40	40	50
	I	25	20	20	25	20	25
Dwarves	S	85	70	70	75	80	75
	E	45	40	40	50	50	45
	I	25	20	15	25	20	20
Elves, High	S	80	80	75	80	75	75
	E	45	45	40	50	40	40
	I	20	20	20	25	20	20
Elves, Wood	S	90	80	80	90	80	80
	E	50	45	45	50	45	50
	I	25	25	25	25	25	20
Evil Priest	S	90	80	80	90	90	75
	E	50	50	50	60	50	45
	I	25	25	25	25	25	20
Ghouls	S	80	80	80	80	80	80
	E	45	45	45	45	45	45
	I	25	25	25	25	25	25
Giants	S	80	80	80	80	80	80
	E	50	45	45	50	50	45
	I	25	20	20	25	25	25
Goblins	S	90	80	85	90	85	90
	E	75	60	65	75	65	75
	I	50	40	45	50	45	50
Gnolls	S	80	80	85	90	85	90
	E	60	50	55	75	65	60
	I	40	30	40	50	45	40
Halflings	S	75	70	70	75	80	75
	E	45	40	40	50	50	45
	I	20	20	15	25	20	20
Knights	S	80	80	80	80	85	80
	E	60	60	60	60	60	60
	I	30	30	35	40	40	40
Lycanthropes	S	80	80	80	80	80	80
	E	60	45	50	50	60	45
	I	30	20	20	25	30	25

TARGET TYPE		SPELL CASTER'S MAGIC TYPE: Natural	Minor Arcane	Major Arcane	Mystic	Evil Priest	Magic Device
Men, Fighting	S	90	90	90	90	90	90
	E	65	60	60	60	70	60
	I	40	40	40	40	45	40
Men, Other	S	90	90	90	90	90	90
	E	70	60	60	65	70	60
	I	50	40	40	45	50	40
Mystic	S	80	80	80	90	80	80
	E	50	50	50	50	50	45
	I	25	25	25	25	25	20
Natural	S	90	90	80	80	80	80
	E	50	50	50	50	50	45
	I	25	25	25	25	25	20
Ogres	S	80	75	75	90	80	80
	E	50	50	50	60	50	50
	I	20	20	20	30	25	25
Trolls	S	80	70	70	80	80	80
	E	50	40	40	50	50	50
	I	25	20	20	25	25	25
Barrow Wights		25	25	25	35	35	25
Basilisks		45	20	25	30	35	40
Centaurs		80	50	50	75	60	60
Chimera		80	40	60	75	60	50
Cocktrices		75	30	35	40	45	60
Deaths		40	35	35	40	50	40
Gargoyles		45	45	45	60	70	60
Gorgons		25	25	35	35	40	50
Griffons		60	25	35	40	35	45
Harpies		50	50	60	60	60	50
Hippogriffs		70	25	35	40	35	50
Horses, Great		50	25	25	25	25	40
Hydras		50	40	40	40	75	50
Manticores		65	50	50	50	50	50
Minotaurs		60	50	50	50	50	50
Mummies		20	20	30	30	40	40
Pegasai		50	25	25	25	25	25
Phantoms		25	25	25	50	25	40
Skeletons		40	50	50	45	60	50
Spectres		20	20	20	40	20	30
Unicorn		35	25	25	25	25	25
Vampires		40	25	30	35	50	40
Will O'Wisp		30	40	35	70	40	45
Wraiths		25	25	25	25	35	25
Wyverns		80	40	50	50	50	70
Zombies		40	50	55	45	60	50

S Indicates a Superior Magic User with an Experience Factor more than 5 points greater than the target.

E Indicates an Equivalent Magic User with an Experience Factor no more than 5 points greater and no less than 10 points below that of the target.

I Indicates an Inferior Magic User with an Experience Factor more than 10 points less than the target.

NON-FIGHTERS COMBAT MATRIX

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	H%	45	40	35	30	25	15	10	5	0	- 5	-10
				C%	25	20	15	10	10	10	10	5	5	5	5
1 L	Thieves' Dagger	4	1½	H%	55	50	45	40	35	30	25	20	20	15	10
				C%	50	50	45	40	35	30	25	20	20	15	15
1 L	Hatchet Light Club	3	2	H%	40	35	25	20	15	10	5	0	- 5	-10	-15
				C%	30	25	20	20	15	10	5	5	5	5	5
4 L*	Wood Axe Heavy Club	3	2	H%	45	40	35	30	30	25	15	10	5	0	0
				C%	35	30	30	30	20	15	10	5	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 L	Light Sword	3	1½	H%	45	45	40	35	30	20	15	10	0	- 5	-10
				C%	25	20	20	15	15	10	10	5	5	5	5
6 L*	Pitchfork	3	1½	H%	40	35	30	25	20	15	5	0	- 5	-10	-15
				C%	20	20	15	15	10	10	10	10	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
8 LH	Quarterstaff	5	1	H%	50	45	40	30	25	10	5	0	- 5	-10	-15
				C%	25	25	20	15	10	5	5	0	0	0	0
				B%	25	25	25	25	25	25	25	20	20	10	10
8 L*	Hunting Spear	2	3	H%	45	45	40	35	25	20	15	10	5	- 5	-10
				C%	40	40	35	35	30	20	15	10	10	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
8 L*	Improvised Peasant Pole Arm	2	2	H%	40	35	30	25	20	15	10	5	0	- 5	-10
				C%	25	20	15	15	10	10	10	5	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0

INFANTRY, YEOMANRY, AND MILITIA COMBAT MATRIX

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	H%	45	40	35	30	25	15	10	5	0	- 5	-10
				C%	25	20	15	10	10	10	10	5	5	5	5
5 L	Light Sword	3	1½	H%	55	50	45	35	30	25	15	5	0	- 5	-10
				C%	25	20	20	15	15	10	10	5	5	5	5
5 L*	Sword	3	2	H%	50	45	40	35	30	20	15	10	5	0	- 5
				C%	30	25	20	15	10	10	10	5	5	5	5
				B%	20	20	20	20	20	20	10	10	0	0	0
5 LH	Norman War Axe	3	2	H%	45	40	35	35	35	25	20	15	10	5	5
				C%	35	30	30	25	20	15	10	10	10	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
5 LH	Quarterstaff	5	1	H%	60	55	45	35	35	15	10	0	- 5	-10	-10
				C%	25	25	20	15	10	5	5	0	0	0	0
				B%	25	25	25	25	25	25	25	20	20	10	10
8 H	Two-handed Sword	2	3	H%	35	35	35	35	35	35	30	25	20	15	15
				C%	40	35	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Battle Axe	2	3½	H%	35	35	35	35	35	30	30	25	20	15	15
				C%	45	40	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
9 LH	Thrusting Spear	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	40	40	35	35	25	20	15	10	10	5	5
				B%	25	25	25	25	25	25	20	20	10	10	10
10 LH	Pole Arm (Bill†, Etc.)	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	35	35	30	30	25	20	15	10	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10
10 H	Halberd	2	4	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	50	45	40	35	35	30	25	25	20	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
10 H	Pike !	2	3	H%	35	35	35	35	35	30	25	15	10	5	0
				C%	35	30	30	25	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20

† Bills may be used to "hook" a man and pull him down. No damage: Check for bash.
! Grounded Pikes and Lances inflict three dice of damage against charges with +10% on probability of hit and bash.

CHIVALRIC ARMS COMBAT MATRIX

Type	Weapon	Blows	WDF		0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	H%	40	30	25	20	15	10	5	0	0	- 5	-10
				C%	25	20	15	10	10	10	5	5	5	5	5
2 L*	Hand Axe	3	2	H%	40	35	25	20	15	10	5	0	0	- 5	-10
				C%	30	25	20	20	15	10	10	5	5	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
3 L	Short Sword	3	1½	H%	50	45	40	30	20	15	10	5	5	0	- 5
				C%	25	25	20	15	15	10	10	5	5	5	5
4 LH	Mace	3	2½	H%	35	35	35	30	30	25	25	20	15	10	10
				C%	30	25	20	20	20	15	10	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
4 LH	Dwarf War Hammer	4	2½	H%	40	40	35	35	30	25	25	20	15	10	10
				C%	30	25	20	20	20	15	10	10	10	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
5 L	Light Sword	3	1½	H%	50	45	40	30	20	15	10	5	0	- 5	-10
				C%	30	25	20	15	15	10	10	10	5	5	5
5 L*	Scimitar	4	2	H%	55	50	40	35	30	25	20	15	10	5	0
				C%	35	30	25	20	20	15	10	10	10	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 L*	Sword	3	2	H%	55	45	40	35	30	20	15	10	10	5	5
				C%	30	25	20	15	15	10	10	10	10	5	5
				B%	20	20	20	20	20	20	20	10	10	0	0
5 LH	Norman War Axe	3	2½	H%	45	40	35	35	35	25	20	20	15	10	10
				C%	35	30	30	25	20	15	10	10	10	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 LH	Knight's Broadword	3	2½	H%	50	50	45	40	35	25	20	15	10	10	10
				C%	35	30	30	25	20	15	10	10	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 LH	Barbarian Long Sword	3	2	H%	50	45	40	35	30	25	15	15	10	5	0
				C%	30	25	20	20	20	15	10	5	5	5	5
				B%	25	25	25	25	25	25	25	20	20	10	10
6 H	War Hammer	3	2½	H%	35	35	35	30	30	30	25	25	20	15	15
				C%	35	30	30	30	25	25	20	20	15	15	10
				B%	30	30	30	30	30	30	30	25	25	20	20
7 LH	Bastard Sword	2	3	H%	45	40	35	35	35	30	30	25	20	15	10
				C%	35	30	30	30	25	20	20	20	15	10	10
				B%	25	25	25	25	25	25	25	20	20	10	10
7 H	Morning Star	2	3½	H%	40	40	40	40	40	35	30	30	25	20	20
				C%	40	35	30	25	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Sword	2	3½	H%	35	35	35	35	35	35	30	25	25	20	20
				C%	40	35	35	30	25	20	20	20	15	15	15
				B%	30	30	30	30	30	30	30	25	25	20	20
8 H	Two-handed Battle Axe	2	3½	H%	35	35	35	35	35	30	30	25	25	20	15
				C%	45	40	35	30	25	20	20	20	15	15	10
				B%	30	30	30	30	30	30	30	25	25	20	20
9 H	Flail	2	4	H%	30	30	30	30	30	30	25	25	25	20	15
				C%	50	50	45	40	40	35	25	25	20	20	15
				B%	30	30	30	30	30	30	30	25	25	20	20
9 LH	Thrusting Spear	2	3	H%	50	45	40	35	30	25	20	15	10	5	0
				C%	40	40	35	35	35	25	20	15	10	10	5
				B%	25	25	25	25	25	25	25	20	20	10	10

MISSILE FIRE MATRIX

Weapon Rate of Fire	Damage Critical Bash	Range		% to Hit Armor Class 0	1	2	3	4	5	6	7	8	9	10
Short Bow 2/MT	3+1D10	PB	45'	50	45	40	35	30	25	25	15	10	5	5
	C% 15	EFF	225'	45	40	35	30	25	20	20	10	5	0	0
	B% 15	EXT	450'	35	30	25	20	10	10	5	0	0	0	0
Horse Bow 2/MT	4+1D10	PB	30'	50	45	40	35	30	25	25	20	10	5	5
	C% 15	EFF	150'	45	40	35	30	25	20	20	15	5	0	0
	B% 15	EXT	300'	40	35	25	20	10	10	5	0	0	0	0
Light Crossbow 1/MT	5+1D10	PB	50'	55	50	45	40	35	30	30	25	15	10	10
	C% 20	EFF	250'	50	45	40	35	30	25	25	20	10	5	5
	B% 25	EXT	500'	40	35	30	30	25	20	20	10	0	0	0
Heavy Crossbow 1/MT	7+1D10	PB	75'	55	55	55	50	45	40	40	35	30	25	25
	C% 30	EFF	375'	55	50	50	45	40	35	35	30	20	15	15
	B% 25	EXT	750'	45	45	45	40	35	30	30	15	10	0	0
Long Bow 2/MT	5+1D10	PB	60'	60	55	50	45	40	35	35	30	20	15	15
	C% 20	EFF	300'	55	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT	600'	50	45	40	35	30	20	20	10	0	0	0
Elvish Bow 3/MT	6+1D10	PB	75'	65	60	50	45	40	35	35	30	20	15	15
	C% 25	EFF	375'	60	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT	750'	50	45	40	35	30	20	20	10	0	0	0
Composite Bow 2/MT	5+1D10	PB	60'	60	55	50	45	40	35	35	30	20	15	15
	C% 20	EFF	300'	55	50	45	40	35	30	30	20	10	5	5
	B% 20	EXT	600'	45	45	40	35	30	20	20	10	5	0	0
Sling 1/MT	3+1D6	PB	40'	50	45	35	30	25	20	20	15	10	5	5
	C% 15	EFF	200'	45	40	30	25	20	15	15	10	5	0	0
	B% 20	EXT	400'	40	35	25	20	15	10	10	0	0	- 5	- 5
Hand-hurled 2/MT	*	PB	10'	75	65	60	50	40	35	35	25	15	0	0
	*	EFF	50'	50	45	40	35	25	10	10	5	0	- 5	- 5
	B% 15	EXT	100'	25	20	20	20	10	5	5	0	- 5	-10	-10

* Hand-hurled weapons have damage and critical hits as given in the Close Combat Matrices.

Rate of fire for self-bows used on foot, and also slings, axes, and javelins, may be increased by one if Dexterity is 15 - 18, and by two if 19 - 20.
Strength will affect the amount of damage done by self-bows and hand-hurled weapons. If Strength is 17 or above, add one point of damage per Strength point. Superhuman Strength increases range by 10% per level of Superhuman Strength.

½ personal percent to hit bonuses are added to the percent to hit.

Using Magick Bow or Arrow:	+5%/increment
Target clad Magick Armor:	-5%/increment
Target protected by Heavy Shield:	-15%
Target protected by Light Shield:	- 5%
Target protected by Mantlet:	-20%
Target protected by Battlement:	-20%
Target partially obscured by trees:	-10%
Target in dense trees:	-20%
Target is moving at 70 ' or faster:	-10%
Target is in open and stationary:	+10%
Target is behind Arrow slit:	-35%
Target is large animal or monster:	+ 5%
Target is very large:	+10%
Target is gigantic:	+15%
Archer firing from above:	+10%

B% Bash percentage
C% Critical Hit percentage
PB Point Blank Range
EFF Effective Range
EXT Extreme Range
#/MT Attacks possible per melee turn

BASH RESOLUTION TABLE

Die Roll	Result
1	Opponent is staggered and retreats 5'. He loses 1 blow.
2	Opponent is staggered and retreats 5'. He loses 1 blow.
3	Opponent is knocked to the knees, loses 2 blows, and Attacker has +10% to Hit on the next blow.
4	Opponent is knocked to the knees, loses 2 blows, and Attacker has +15% to Hit on the next blow.
5	Opponent is knocked off his feet. He may attempt to rise on 1 - 4 (on 1D6), losing 1 blow for each attempt to rise. Attacker has +20% to Hit while he is down.
6	Opponent is knocked off his feet and stunned for 1 melee round. Attacker has +25% to Hit while he is down. Procedure for rising as in Number 5, above.

MAGICK CONFLICT TABLE: SPELL TARGETING

TARGET TYPE		Natural	Minor Arcane	Major Arcane	Mystic	Evil Priest	Magic Device
		SPELL CASTER'S MAGIC TYPE					
Arcane, Major	S	80	80	90	90	80	80
	E	45	50	50	50	50	45
	I	20	25	25	25	25	20
Arcane, Minor	S	80	80	80	90	80	80
	E	45	50	50	50	50	45
	I	20	25	25	25	25	20
Cleric	S	80	75	75	75	80	70
	E	50	45	40	40	50	40
	I	25	20	25	25	25	20
Cleric, Fighting	S	80	80	80	90	90	75
	E	55	50	50	60	50	45
	I	30	25	25	25	25	20
Demons	S	75	75	75	90	80	75
	E	50	50	50	60	60	50
	I	25	25	25	30	30	25
Dragons	S	90	75	75	75	75	80
	E	60	40	40	40	40	50
	I	25	20	20	25	20	25
Dwarves	S	85	70	70	75	80	75
	E	45	40	40	50	50	45
	I	25	20	15	25	20	20
Elves, High	S	80	80	75	80	75	75
	E	45	45	40	50	40	40
	I	20	20	20	25	20	20
Elves, Wood	S	90	80	80	90	80	80
	E	50	45	45	50	45	50
	I	25	25	25	25	25	20
Evil Priest	S	90	80	80	90	90	75
	E	50	50	50	60	50	45
	I	25	25	25	25	25	20
Ghouls	S	80	80	80	80	80	80
	E	45	45	45	45	45	45
	I	25	25	25	25	25	25
Giants	S	80	80	80	80	80	80
	E	50	45	45	50	50	45
	I	25	20	20	25	25	25
Goblins	S	90	80	85	90	85	90
	E	75	60	65	75	65	75
	I	50	40	45	50	45	50
Gnolls	S	80	80	85	90	85	90
	E	60	50	55	75	65	60
	I	40	30	40	50	45	40
Halflings	S	75	70	70	75	80	75
	E	45	40	40	50	50	45
	I	20	20	15	25	20	20
Knights	S	80	80	80	80	85	80
	E	60	60	60	60	60	60
	I	30	30	35	40	40	40
Lycanthropes	S	80	80	80	80	80	80
	E	60	45	50	50	60	45
	I	30	20	20	25	30	25

TARGET TYPE		Natural	Minor Arcane	Major Arcane	Mystic	Evil Priest	Magic Device
		SPELL CASTER'S MAGIC TYPE					
Men, Fighting	S	90	90	90	90	90	90
	E	65	60	60	60	70	60
	I	40	40	40	40	45	40
Men, Other	S	90	90	90	90	90	90
	E	70	60	60	65	70	60
	I	50	40	40	45	50	40
Mystic	S	80	80	80	90	80	80
	E	50	45	50	50	50	45
	I	25	25	25	25	25	20
Natural	S	90	90	80	80	80	80
	E	50	50	50	50	50	45
	I	25	25	25	25	25	20
Ogres	S	80	75	75	90	80	80
	E	50	50	50	60	50	50
	I	20	20	20	30	25	25
Trolls	S	80	70	70	80	80	80
	E	50	40	40	50	50	50
	I	25	20	20	25	25	25
Barrow Wights		25	25	25	35	35	25
Basilisks		45	30	25	30	35	40
Centaurs		80	50	50	75	60	60
Chimera		80	40	60	75	60	50
Cockatrices		75	30	35	40	45	60
Deaths		40	35	35	40	50	40
Gargoyles		45	45	45	60	70	60
Gorgons		25	25	35	35	40	50
Griffons		60	25	35	40	35	45
Harpies		50	50	60	60	60	50
Hippogriffs		70	25	35	40	35	50
Horses, Great		50	25	35	25	25	40
Hydras		50	40	40	40	75	50
Manticores		65	50	50	50	50	50
Minotaurs		60	50	50	50	50	50
Mummies		20	20	30	30	40	40
Pegasi		50	25	25	25	25	25
Phantoms		25	25	25	50	25	40
Skeletons		40	50	50	45	60	50
Spectres		20	20	20	40	20	30
Unicorn		35	25	25	25	25	25
Vampires		40	25	30	35	50	40
Will O'Wisp		30	40	35	70	40	45
Wraiths		25	25	25	35	35	25
Wyverns		80	40	50	50	50	70
Zombies		40	50	55	45	60	50

S Indicates a Superior Magic User with an Experience Factor more than 5 points greater than the target.

E Indicates an Equivalent Magic User with an Experience Factor no more than 5 points greater and no less than 10 points below that of the target.

I Indicates an Inferior Magic User with an Experience Factor more than 10 points less than the target.

Spells Which Miss the Target

% Roll	Result
1 - 15	Spell deflected 60° to right of spell caster
16 - 30	Spell deflected 30° to right of spell caster
31 - 40	Spell lands short 25% of way to target
41 - 47	Spell lands short 75% of way to target
48 - 52	Spell on Target
53 - 60	Spell overshoots target by 10 x 1D3 feet
61 - 70	Spell overshoots target by 10 x 1D6 feet
71 - 85	Spell deflected 30° to left of spell caster
86 - 00	Spell deflected 60° to left of spell caster

Spell Targeting Modifiers

Obstacles:	
Target invisible but generally located	- 25%
Target obscured by foliage or partial cover	- 10%
Target seen in a mirror or pond reflection	- 10%
Target using "Blurred Image" spell	- 10%
Target obscured by real or illusionary Cloud	- 3%/foot
Targeting by Astrology or Divining	- 20%
Target behind obstacle of dense Rock	- 25%/foot
Target behind obstacle of porous Rock	- 15%/foot
Target behind obstacle of Dirt	- 10%/foot
Target behind wall of Water	- 5%/foot
Target behind wall of Ice	- 6%/foot
Target behind wall of Fire	- 5%/foot
Target behind wall of Light	- 10%/foot
Target behind wall of Darkness	- 15%/foot
Target behind wall of Cold	- 7%/foot
Target behind wall of True Lead	No Penetration
Target behind wall of Lead	- 20%/inch
Target behind wall of Metal	- 15%/inch
Target clad in full armor of Star of Iron	- 10%
Target clad in full armor of Mithril	- 20%
Movement:	
Target is stationary and in view	+10%
Target is moving faster than 30' per turn	- 5%
Target moving faster than 100' per turn	- 15%
Target is advancing toward spell caster	+10%
Spell caster is moving faster than 10 /turn	- 10%
Enhancement: Up to	+25%

PERSONAL COMBAT FACTOR CHART

PCF	Dodge %	Shield Parry %	Using Light Weapons Blows	Damage	H%	P%	Using Other Weapons Blows	Damage	H%	P%
Under 3	+ 5	--	- 1	1	- 5	+ 5	- 1	1	- 7	+10
3 - 3.9	--	--	--	2	--	--	–	2	–	–
4 - 5.9	- 5	- 3	--	3	+ 5	- 5	–	3	–	–
6 - 6.9	- 8	- 5	--	3	+ 8	- 8	–	3	+ 5	–
7 - 8.9	- 10	- 8	--	3	+10	- 10	–	3	+ 8	- 5
9 - 9.9	- 15	- 10	--	3	+12	- 12	–	3	+10	- 5
10 - 10.9	- 18	- 12	+1	3	+15	- 15	–	3	+12	- 8
11 - 12.9	- 20	- 15	+1	3	+18	- 18	+1	3	+15	- 10
13 - 14.9	- 22	- 18	+2	3	+20	- 20	+1	4	+18	- 12
15 - 16.9	- 25	- 20	+2	4	+22	- 22	+1	4	+20	- 15
17 - 19.9	- 28	- 25	+3	4	+25	- 25	+2	4	+22	- 17
20 - 22.9	- 30	- 30	+3	4	+28	- 28	+2	4	+25	- 20
23 - 24.9	- 35	- 35	+4	4	+30	- 30	+3	4	+28	- 22
25 - 29.9	- 40	- 38	+4	4	+35	- 35	+3	4	+30	- 25
30 - 33.9	- 45	- 40	+5	4	+38	- 38	+4	4	+32	- 28
34 - 36.9	- 50	- 45	+6	4	+40	- 40	+4	5	+35	- 30
37 - 39.9	- 50	- 50	+6	5	+45	- 45	+5	5	+38	- 33
40 - 44.9	- 55	- 52	+7	5	+50	- 50	+5	6	+40	- 35
45 - 49.9	- 55	- 55	+7	5	+50	- 50	+6	6	+42	- 38
50+	- 55	- 55	+8	6	+50	- 50	+6	7	+45	- 40