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ROLEMASTER CLASSIC™

ARMS LAW

Arms Law™

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1.0 Introduction

"...And I ended up in the room with the vampire and the titan! I happily hoisted my shield and bastard sword and attacked the titan. Unfortunately, it was like a fly hitting an elephant ... in two combat rounds I was reduced to under 80 hits, and then the vampire attacked ...

I knew I was in big trouble.

However, the god of death smiled on her champion that day, and the next round the titan fumbled... On the next attack by the vampire, he fumbled one of his swords, which only left him one attack that missed... I attacked the titan twice. The first attack did nothing. The second attack killed him with a sword strike that went through his armpit and skewered his brain; I then turned to the vampire who still only had one sword and prepared for the next round.

The next round, I inflicted eight criticals on the vampire and he had to flee for his life, leaving me victorious against two considerably more powerful characters.

My hands were shaking so much from the ten-minute fight that I could barely pick up my dice! Only in **Rolemaster** *could you have a moment like that!*

Mark W. (from ICE Rolemaster Moments)

Arms Law is about FRPG combat – the kind that leaves you shaking and bragging to your friends about your character's exploits. If you prefer safe, ho hum, by-the-numbers RPG combat then *Arms Law* is not for you. If you are looking for FRP combat that leaves you breathless read on...

What makes *Arms Law* special? Lots, but we'll go straight to the heart of *Arms Law*: Criticals and Fumbles. Let's take a look at a sample Critical and Fumble result:

From the 'E' Puncture Critical Table:

"Strike through foe's kidneys. Foe dies after 6 rnds of very intense agony".

Two-Handed Arms Fumble:

"Stumble over an imaginary dead turtle. You lose two rounds of attack, but can still parry."

Once you start using *Arms Law*, your RPG combat crosses into new waters. There will no longer be such a thing as a certain victory for your character or their foes. Your warrior will triumph in the face of incredible odds. On the other hand, that bunny your character just annoyed may well sever an artery in your character's neck and be having you for dinner.

1

What is Arms Law?

Arms Law covers armed and unarmed combat into a fantasy role playing environment, and is designed as one of the three cornerstones of the *Rolemaster* (*RM*) system. *Arms Law* can also be used as the melee and missile combat system for other Fantasy Role Playing (FRP) games to make FRPG combat fun and exciting, and to let your characters do things they couldn't do in the other FRPGs – parrying, for example.

Now reformatted and reorganized, *Rolemaster Classic: Arms Law* can add flavor, realism, and depth to your campaign without sacrificing playability.

AL is designed to simulate a wide variety of FRPG combat. Using this book players and GMs should be able to handle most RPG combat situations.

Key Features

- A fantastic medieval melee and missile combat system with individual attack tables for thirty weapons and statistics for dozens more.
- *"Claw Law"*: A dozen attack tables that integrate the size, instincts, and fighting patterns of a wide variety of animals, monsters, and practitioners of the martial arts.
- Ten Critical Strike Tables for: Slashing, Puncturing, Krushing, Grappling, Unbalancing, Tiny Animal Attacks, Large Creatures, Super-Large Creatures, Martial Arts Striking, and Martial Arts Sweeps & Throws.
- A Fumble table and a Moving Maneuver table.
- Comprehensive rules cover every essential aspect of armed and unarmed combat in a FRP environment: fumbles, parrying, moving, maneuvering, critical damage, initiative determination, orientation, armor, and much more.

The *Arms Law* rules often try to simulate combat situations that have never actually occurred. The last dragon in England was reputedly killed in 1063 AD or thereabouts. Other monsters have proved equally shy about answering our calls for test subjects. (We've had no takers in over twenty years.) So we were unable to study combat with monsters first hand. In creating the attack, critical, and fumble tables, we had to use our imaginations, film and fiction as our inspiration. I suspect our combat rules might make many arms and armor experts cringe, but the goal of this product is believable fun, not drab realism.

There will be times when fun, believability, and the attack and critical results collide. In those cases, we encourage players and GMs to balance fun and common sense. The rules within this book are not written in stone, nor are they the "Law." These rules are guidelines meant for your use and enjoyment. Please change them as needed to suit your campaign and play style, and have fun with them.

Optional Rules

This book provides some optional rules for use with *RM*. They can provide more flexibility and detail within the framework of the basic rules. However, they can involve complications and additional bookkeeping. A GM should examine these rules and determine which ones are appropriate for the pace, flavor, and detail they wish to inject into their game. All optional rules are separated from the main text by a special symbol, just like this paragraph. The options will be numbered and a full list is given just after the table of contents.

1.1 A Word From the RMC Team

Welcome to the beginning; *Arms Law*, where it all started. This was the first ever *Rolemaster* book, and was sold as an add-on realistic combat system for FRP systems well before *Rolemaster* became a game system.

Though there have been various versions of *Arms Law* produced over the last 26 years, the basic mechanics of rolling dice and looking up results on Attack Tables and Critical Tables has remained constant and is probably the portion of *Rolemaster* that most often gets adapted to other game systems.

Rolemaster Classic Team

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1.2 Rolemaster

Rolemaster (*RM*) is **ICE's** complete fantasy role playing system, combining *Arms Law* (*AL*), *Spell Law* (*SL*), and *Character Law* (*ChL*). The rules in *AL* can be used with the *Rolemaster* system or as an add-on set of combat rules for other game systems. The rules in *ChL* are intended to coordinate and combine all of the individual *RM* rules. Thus the rules in *ChL* should take precedence over the rules in the other individual products when the complete *RM* system is used. To compliment the rules set, there is *Creatures & Treasure* (*CT*), **ICE's** compendium of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. It also includes guidelines and statistics for dozens of new races.

Thus, *Rolemaster Classic (RMC)* has four separately indexed sets of rules:

References to a specific rules "section"

01-01 Indexed Set of Rules	
Character Law	(ChL)
Arms Law & Claw Law	(AL)
Spell Law	(SL)
Creatures & Treasures	(CT)

in *Rolemaster* are done using the abbreviation for the appropriate set of rules, the word "Section", and the appropriate section number (or numbers or range of numbers). For example, this text is in *AL* Section 1.2.

If a section is referenced without an abbreviation, that section can be found in the same set of rules as the reference. For example, this text is in Section 1.2.

Other FRPG Systems: If you wish to use *AL* with another FRP system, check on the **ICE** Online Forums for conversion materials – the Forum link is on the Iron Crown homepage at www.ironcrown.com.

1.3 Die Rolling Conventions

Each die used in *AL* is a 10-sided die that gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of the *AL* system (i.e. *RM* is a "percentile" system).

> **Note:** *10-sided dice can be obtained at your local hobby and game stores, or online.*

Percentile ("1-100") Rolls

1-100 Roll – Most of the rolls in *Rolemaster* are "1-100" rolls (also called "D100" rolls). To obtain a 1-100 result roll two dice together – one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

> **Example:** *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7". Thus the result is "47".*

Low Open-ended Roll – To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

> **Example:** *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e. between 01 and 05). A second roll is made with a result of 97 (i.e. between 96 and 100); so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is -96 (= 04 - 97 - 03).*

High Open-ended Roll – To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

> **Example:** *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e. between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the high open-ended roll that the GM requested is 199 (= 99 + 96 + 04).*

Open-ended Roll – An open-ended roll is both high open-ended and low open-ended.

Non–"1-100" Rolls

1-10 Roll – In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll – Roll one die, divide by 2 and round up ("1D5").

1-8 Roll – Roll one die; if the result is 9 or 10, re-roll until a 1 to 8 result occurs ("1D8").

2-10 Roll – Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the "2-10" ("2D5") result.

Other Required Rolls – Any other required rolls are variants of the above.

Unmodified Rolls (UM): Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts as "UM". For example, all weapon attacks result in a fumble if the initial unmodified 01-100 roll falls within the fumble range of the weapon.

1.4 Definitions

The majority of unique terms found in *AL* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used or they are very important for using and understanding *AL*.

Action: An action is part of the activity that a character may perform during a round (10 seconds). Characters may often take multiple actions during a round, so long as the activity percentage does not exceed 100%.

Attack Roll: A "Roll" that is used to determine the results of a melee or missile attack.

Chance: Often in *AL* an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1-100) is made (see below) and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails. Alternatively, you can roll (1-100) and add the result to the #; if the result is greater than 100, then the action or activity succeeds (or occurs); otherwise it fails.

Combat Roll: See "Attack Roll".

Combatant: Participant in a combat, including player characters, and beings or creatures controlled by the GM.

Concussion Hits: See "Hits".

Critical Strike: Unusual damage due to particularly effective elemental attacks. Note: The term "critical" will often be used instead of "critical strike".

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, position, and magic items.

Dice Roll: See "Roll."

Experience Level (Level): A character's level is a measure of their current stage of skill development, and usually is representative of their capabilities and power.

Fire: To make a missile attack (verb) or missile attack(s) (noun).

Fumble: An especially ineffective attack or mishandling of a weapon that yields a result that is disadvantageous for the attacker.

Gamemaster (GM): The Gamesmaster, judge, referee, dungeon-master, etc. The person responsible for giving life to a FRP game by creating the setting, world events and other key ingredients. They interpret situations and rules; control non-player characters, and resolve conflicts.

Hits (Concussion Hits): Accumulated damage, pain, and bleeding, which can lead to shock, unconsciousness, and sometimes death (also called Concussion Hits). Each character can take a certain number of hits before passing out (determined by their "Body Development" skill).

Initiative: The factor that determines the order in which combatants resolve their attacks, i.e. the combatant with the highest initiative attacks first.

Level: See "Experience Level".

Maneuver Roll: A roll that is used to determine the results of a maneuver.

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g. climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers" (MM), and other maneuvers are called "Static Maneuvers" (SM).

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missiles) where opponents are physically engaged – be it a fistfight, a duel with rapiers, or a wrestling match.

Missile weapon: In *Rolemaster* this indicates a low velocity airborne projectile, usually from a manually fired weapon. Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, etc. Thrown weapons are also included in this area. Normally, missile weapons do not include projectiles fired by explosions or other high-velocity propulsion means (e.g. guns are "projectile weapons").

Non-Player Character (NPC): This is a character that is controlled by the GM. It is normally either a supporting character or a foe of the player's characters.

Offensive Bonus (OB): Each character has an "offensive bonus" when they are using a weapon – this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when they are using that weapon.

Orientation Roll: An Orientation Roll is a Quick Perception maneuver. Sometimes characters will perform actions in which their situation or location suddenly changes, such as with a Long Door spell or an Acrobatics or Tumbling maneuver. In such cases, the character is required to make an Orientation Roll to get their bearings prior to being allowed to act.

Parry: The use of part of a character's offensive capability to affect an opponent's attack.

Profession (Character Class): A character's profession is a reflection of their training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Projectile weapon: As opposed to a missile weapon, this indicates a device that mechanically fires a high-velocity projectile (e.g. a gun).

Realm: All spells and the power required to cast spells are classified in the three "realms" of power: Essence, Channeling, and Mentalism.

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Roll: In *AL* two different colored 20-sided or 10-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9. These dice can be used to obtain a variety of results. These various results are described in Section 1.3.

Round: The basic tactical period of RM is 10 seconds long. Combatants normally have 100% activity per round.

Self-reloading: Refers to any weapon that reloads (or recharges) itself and is ready for another shot almost immediately (i.e. it is capable of two attacks in the same round). Most projectile weapons fall into this category, while normal bows and thrown weapons do not. Normally self-reloading weapons only occur in FRP games in the form of magic items.

Shot: A missile attack.

Simultaneous Actions: These are actions that are performed at the same time. Most often, Simultaneous Actions are comprised of a normal action combined with movement.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Stat (Characteristic): One of 10 physical and mental attributes that are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops their skills, moves, fights, takes damage, absorbs information, etc.

Static Action (Static Maneuver): An action performed by a character that requires unusual concentration, or thought under pressure, and does not involve pronounced physical movement.

Swing: A melee attack (noun) or to make a melee attack (verb).

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a melee attack, missile attack, or spell attempts to affect.

2.0 How to Use Arms Law

The basics of *Arms Law* are very simple; combat will always involve the steps given below. To resolve combat, you will need the following for each combatant:

Armor: What kind of armor is the combatant wearing? *Arms Law* has 20 different armor types divided into 5 categories. Note that the primary effect of armor is to define the way that a given weapon damages you; normal armor does not directly affect your defensive bonus. Rather than offering a modifier to attack rolls, it changes which column of the attack table is being used against you. However, exceptional quality or magical armor can contribute to your defensive bonus. To determine your armor type, and armor bonuses, see Sections 2.1 and 2.2.

Defensive Bonus (called DB): Basically, this is any factor that keeps a character from being hit. Many factors can contribute to DB: a character's quickness, special armor bonuses, a shield, special items, skill, even a character's position. Note that heavy armors can impede your DB! To determine your total DB see Section 2.2.

Offensive Bonus (called OB): A measure of the character's offensive ability. Character OB includes weapon skill, strength and agility bonuses, special weapons and equipment, and sheer, dumb luck. To determine your total OB see Section 2.3.

Attack Type: What kind of attack is the character going to make? Note that this book only covers physical attacks (not magical ones). *Arms Law* contains 30 weapon attack tables, 13 attack tables that simulate monster, animal, and martial arts attacks. Determining your attack type is simple; either choose the appropriate weapon table or consult the "Unusual Weapons" in Section 2.4, which lists additional weapons and which attack table they use.

Concussion Hits: A measure of how much concussive damage the character can withstand before falling unconscious (this will be called "concussion hits" and in some systems is known as Hit Points or simply Hits). Most starting fighter-types will have 30-45 hits when they

02-01 Armor Maneuver Modification Table

Armor Base	Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty ‡	Quickness Penalty §
Cloth or Skin Base	1	0	0	0	0
	2	0	0	0	0
	3	0	0	0	0
	4	0	0	0	0
Soft Leather Base	5	0	0	0	0
	6	0	-20	5	0
	7	-10	-40	15	10
	8	-15	-50	15	15
Rigid Leather Base	9	-5	-50	0	0
	10	-10	-70	10	5
	11	-15	-90	20	15
	12	-15	-110	30	15
Chain Mail Base	13	-10	-70	0	5
	14	-15	-90	10	10
	15	-25	-120	20	20
	16	-25	-130	20	20
Plate Base	17	-15	-90	0	10
	18	-20	-110	10	20
	19	-35	-150	30	30
	20	-45	-165	40	40

* —Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† —Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ —The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

§ —An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

start out. Non-fighter types will have 10-20 hits when they start out. In this system, losing all of your concussion hits simply causes unconsciousness (you can die from concussion damage, but it is rare).

Once you have this information, you are ready to begin.

Whenever you would normally make an attack, do the following:

1. Make an attack roll.
2. If the initial die roll falls within the failure/fumble range for the attack, resolve the fumble/failure. The attack procedure ends here. Otherwise, continue with Step 3. (For more on fumbles see Section 5.1).
3. Add your character's OB (offensive bonus) to the final die result.
4. Subtract your foe's DB (defensive bonus) from the adjusted die total.
5. Look up the modified result on the appropriate attack table. There will be three possible results, a miss (denoted by a "–" in the table), a normal hit (denoted by a number; e.g. 8), or a critical hit (denoted by a number and a letter; e.g. 10D). For more information on making an attack and reading the attack tables, see Section 5.

Putting it all Together

So how do you determine armor, defensive bonus, and offensive bonus? Basically this breaks down into the following simple steps:

Prior to Combat:

- Determine the character's armor type (Section 2.1).
- Determine the character's general Defensive Bonus from stats, skills, special equipment, shield, etc. (Section 2.2).
- Determine the character's general Offensive Bonus from stats, skills, special equipment, weapons, etc. (Section 2.3).

During Combat: Apply situational modifiers, parrying modifiers, and any modifications that are the result of criticals.

2.1 Armor

Rolemaster armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four Armor Types (ATs) each (for a total of 20 types):

Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants; e.g. a spell user might wear robes that are their spell bonus item (see *SL*).

Light Hide (AT 3): The natural hide of certain classes of animals, both normal and unusual (e.g. Deer, Dog, Wolf). ‡

Heavy Hide (AT 4): The natural hide of certain classes of animals, both normal and unusual (e.g. Buffalo, Elephant, Bear). ‡

Soft Leather Base

The heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars. Thick leather garments, heavy furs, thick layers of woolen clothing, and the quilted cloth padding worn under some chain or plate armors are examples of this AT.

Leather Jerkin (AT 5): A leather vest-like covering without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A leather coat covering the arms and to mid-thigh.

Reinforced Leather Coat (AT 7): A leather coast covering the arms and to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

Rigid Leather Base

Rigid leather armor and the rigid hide covering of creatures like certain reptiles and of fantastic creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate and Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid leather armor that covers the body completely, and the hide of certain creatures that contain at least a few rigid plates (e.g. Rhinoceros, Alligator). ‡

Full-Hide Plate (AT 12): As half-hide plate above, except that the rigid leather or plates are harder and/or more plentiful (e.g. Turtles, certain Dragons, Giant Crabs). ‡

Chain Mail Base

Metal chain link armor, metal scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt and Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement. Certain Dragons may be of this armor type.

Plate Base

Rigid metal armor made up of plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering the torso to mid-thigh and part of the upper arms.

Metal Breastplate and Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

‡ – Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g. magic, fell beast skin).

Armor Penalties: Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. These penalties are detailed in the Armor Table (02-01).

2.2 Defensive Bonus

The sum of all bonuses and penalties that affect the defender's susceptibility to being hit and damaged in combat is called the *Defensive Bonus* (DB). This number is subtracted from the attacker's combat roll. The defender's DB is composed of bonuses for superior/inferior armor, quickness, position and cover, and special items. A defender may also parry (i.e. dodge, block and deflect.) incoming attacks by forgoing a portion of their own attack ability. The Defensive Modification Chart summarizes the factors that affect a defender's DB.

02-02 Defensive Modifications Table

Effect	Category and Notes
+ (variable)	Armor quality bonus, Adrenal Defense bonus, (Quickness stat bonus - armor Qu penalty), spell bonuses, special item bonuses. These factors are usually fixed for a given character. (See Section 2.1)
+ (variable)	Shield bonus (see the Shield-Parry Table 02-04).
+ (variable)	Parrying bonus (see Section 2.2)
+20	Half "Soft" cover (see Section 2.2) *.
+40	Full "Soft" cover (see Section 2.2) *.
+50	Half "Hard" cover (see Section 2.2) *.
+100	Full "Hard" cover (see Section 2.2) *.
± (variable)	Miscellaneous (determined by Gamemaster).

Note: Modifications are cumulative unless noted otherwise.
* —Only one of these modifications can be applied at any given time.

Defensive Bonus Summary:
Defensive Bonus = Armor Quality Bonus
+ (Quickness Stat Bonus - Armor Quickness Penalty)
+ Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Spells or Special Item Bonuses
+ Shield Bonus
+ Parrying Bonus

Quickness Bonus: A combatant's DB is modified by their quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, their quickness stat bonus may be reduced or eliminated completely (but never below zero); see the Armor Chart. A defender only has their quickness stat bonus factored into their DB if they are aware that they are in a combat situation and are free to move.

> **Example:** *Lotus, a T'sbalic warrior, has a quickness stat score of 98, which gives a stat bonus of +20. Unencumbered by armor, Lotus is AT 1(20) (i.e. her DB is 20) when in a combat situation and free to move. Lotus now puts on a metal breastplate that reduces her quickness stat bonus by 10. Now when she is in combat, barring other modifiers, Lotus is AT 17(10).*

Adrenal Defense: Adrenal Defense is a skill that adds to a defender's DB (see *ChL* Section 7.7). Normally, the combatant must be aware of their attacker, may not be carrying any heavy items or any weapons, and may not be wearing armor. If a defender is using Adrenal Defense, the full skill bonus may be used against Melee attacks, while only half of the normal skill bonus may be used against missile attacks.

Position and Cover: The GM may award a variable bonus to a defender if their position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus.

Cover bonuses against missile attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Here are some sample missile attack cover bonuses.

02-03 Position & Cover

Half "Soft" Cover	+20
Full "Soft" Cover	+40
Half "Hard" Cover	+50
Full "Hard" Cover	+100

Note: *If a combatant is completely protected by cover, and is making no attacks, the GM may rule that no attack may be made against them.*

Example: *Muldek, wondering why he ever joined the Confused Young Lords, finds himself defending behind a low stone wall against the combined forces of Mormiresul and Arxdukanga. During combat, Muldek stands to fire his bow. The wall rises to his waist, protecting him from his foes' missile fire. The GM awards Muldek a cover bonus of 50 to his DB (maybe overly generous, but the GM knows that Muldek is going to need every bit of it).*

Spells: Certain spells may increase a combatant's DB. These spells are described in *Spell Law*.

Special Items: There may be special items (usually magic items) in a GM's campaign that will impart a DB bonus to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

Armor Quality: Especially good armor in terms of material, construction, or enchantment does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that Superior Armor bonuses rarely exceed +10 or +15. See Section 8.3 in *ChL*.

Example: *Joscelin, a rather successful Ranger, wears a Chain Shirt and Greaves (AT 14) taken from the lifeless body of a follower of the Bearer of the Root. The GM has decided that this armor is of superior construction (being made by a highly revered Dwarven smith) and so awards it a +10 quality bonus. This armor is thus AT 14(10).*

Shields: Shields are represented in combat by a bonus to the wielder's Defensive Bonus. In addition, when fighting with one or two weapons, one weapon may be used as a "shield," but may not be used for an attack in the same round. A shield bonus may only be used against one opponent's attack(s) per round.

These bonuses and other factors concerning shields and parrying are summarized in the Shield-Parry Table 02-04.

Parrying

A combatant can increase their defensive bonus by allocating some or all of their Offensive Bonus (OB) to increase their DB. This is called parrying, although it can also be defined as fighting more defensively, or even dodging. The premise of sacrificing offensive capabilities in order to increase

02-04 Shield-Parry Table

Shield Type	Bonus Versus Melee	Bonus Versus Missile	Weight In Pounds	Parry Limitations
Wall Shield	30	40	45-50	None
Full Shield	25	25	25-30	None
Normal Shield	20	20	15-20	None
Target Shield	20	10	5-10	None
Maine Gauche	15*	0	1-3	Cannot parry missile attacks.
One-Handed Arms	5*	0	—	Cannot parry missile attacks.
Two-Handed Arms	5*	0	—	Cannot parry missile attacks. Against One-handed weapons a maximum of 50% of wielder's OB may be used to melee parry.
Pole Arms	5*	0	—	Cannot parry missile attacks. Against non-pole arms a maximum of 50% of wielder's OB may be used to melee parry.
Terrain	(variable)		—	To be determined by the referee (e.g., a stone wall could be used to "parry" a missile attack).

* - Can only be used if weapon is not used to attack or if 100% of OB is used to parry.

one's defensive capability is a fundamental component in *Arms Law*.

Parrying Melee Attacks: A defender may parry a melee attack during combat round by declaring any or all of their OB (with the melee weapon they are using) to DB. All points of OB so switched are converted to enhance DB.

- The designation of this "OB/DB split" is done for all combatants when they declare a melee attack (See Section 3.2.) (**Exception:** The defender may cancel any action to parry if they have at least 60% activity left.)
- To parry a Melee attack, the defender must be aware that they will be subject to the attack.
- They must also have a shield, suitable terrain, or a Melee weapon to get full benefit of parry. Some weapons may only be used to parry with a certain percentage of the wielder's OB.
- A combatant may only parry the foe that they attack. (Unless Option 9: Multiple Parry is in use)
- If a combatant elects to parry with a weapon with their entire OB, they receive the "shield" bonus for their weapon. However, they must still make an attack with a +0 OB. These bonuses are listed on the Shield-Parry Table 02-04.

Parrying Missile Fire: As with melee parrying, a defender parrying a missile may reduce their OB, in whole or in part, and shift that bonus to their DB. To parry a missile attack:

- The defender must be aware that they will be subject to the attack.
- They must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- When parrying missile fire, the shift must be declared before the attack and is only applicable against missile attackers on one facing. (**Exception:** defender may cancel any action to missile parry if they have at least 60% activity left.)
- Parrying a missile attack requires 50% of a character's normal activity for a round.

Parrying Limitations: A combatant may use part of their OB for missile parrying, another part for melee parrying, and another part for a melee attack; but the sum of these may not exceed their normal OB total. A summary of parrying limitations may be found in the Shield-Parry Table 02-04, detailed descriptions are listed by attack type in Section 5

The Importance of Parrying: *AL* is based upon the assumption that combatants will use the option of parrying to protect themselves. In a face-to-face battle, only berserkers, idiots, and desperate combatants always use their entire offensive bonus in attack. Such combatants usually do not last long unless they have something special going for them (e.g. incredible armor, incredible luck, super healing facilities, etc.). In most situations a combatant will and should use part of their offensive bonus to attack with and the rest to increase their defensive bonus and thus protect himself. Of course, in certain situations it is often wise for a combatant to attack with their entire offensive bonus; for example, when attacking a foe that cannot attack back, or perhaps when facing multiple opponents.

2.3 Offensive Bonus

The success of an attack will depend heavily on the weapon or weapon combination used and the offensive capabilities possessed by the attacker. The offensive factors that can affect an attack roll include: expertise, physical prowess, experience, superior/inferior weapon(s), weapon combination, special equipment, position, and status of the defender and status of the attacker. The sum of all bonuses and penalties related to the attacker is called the Offensive Bonus (OB). The Offensive Modification Chart summarizes the factors that affect a defender's DB.

Offensive Bonus Summary:
Offensive Bonus = Skill Bonus (expertise)
+ Stat Bonus + Profession/Level Bonus
+ Weapon Bonus + Special Item Bonuses
+ Position Bonuses (Offensive Modifications Chart)
± Status Bonuses/Penalties (Offensive Modifications Chart)
- Parrying Bonus - 20 if weapon used in non-dominant hand
± Range Modifications (on attack table)
- Reloading Penalty
- Armor Missile Attack Penalty (Armor Chart)

Skill Expertise: A combatant with expertise in handling a certain weapon receives a "skill bonus" for their OB. Expertise in *Rolemaster* is measured in terms of skill ranks (see *ChL* Section 7.0). The higher the number of skill ranks one possesses in a given weapon skill, the higher the resultant OB will be.

Example: *A combatant with Skill Rank 13 with a mace would have a skill bonus with the mace of 56 = (10x5) + (3 x2).*

02-05 Skill Expertise
+5 for each of skill ranks 1 to 10
+2 for each of 10 skill ranks 11 to 20
+1 for each of 10 skill ranks 21 to 30
+1/2 for every skill rank over Skill Rank 30.

Stats/Physical Prowess: A combatant with extraordinary physical strength and/or agility may receive a "stat bonus" to their OB. For unusually weak and/or clumsy characters this bonus may actually be negative. See the Bonuses for Unusual Stats Chart below and *ChL* Section 5.0.

Example: *Elor has Strength of 95, so his melee stat bonus is +15.*

02-06 Physical Prowess	
Weapon Type	**Applicable Stats**
Melee	Agility/Strength/Strength
Bows, Slings	Agility/Agility/Strength
Thrown	Agility/Strength

Profession/Level Bonus: Certain character professions get a bonus to their OB based on their level of experience. See the descriptions of character professions to determine if a given combatant is entitled to such a bonus to the OB (see *ChL* Section 9.0).

Example: *A 23rd level Fighter would have a Level Bonus of +63 = (20x3) + (3x1), while a 23rd level Thief would only have a Level Bonus of +40 = (20 x 2).*

02-07 Bonuses for Unusual Stats				
1-100 Stat	**D100 Bonus**	**D20 Bonus**	**3-18 Stat**	**2-12 Stat**
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	11
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	2
2	-20	-4	4	2
1	-25	-4	4	2

Weapon Quality: Weapons remarkable in material, construction, or workmanship may add a bonus to a combatant's OB (or a penalty for inferior weapons). It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15 (see Section 8.3 in *ChL*).

To determine the weapon bonus for a non-thrown missile attack, average the firing device's (i.e. bow or sling) bonus with missile (i.e. arrow, quarrel, or stone) bonus and round up.

Example: *A +10 composite bow firing a +5 arrow would have a weapon bonus of +8 = (10 + 5)/ 2.*

02-08 Level (Experience)	
Profession	**Bonus per Level of Experience**
Fighter	+3/level up to 20th, +1/level over 20th
Thief	+2/level up to 20th (max. of 40)
Rogue	+3/level up to 20th (max. of 60)
Warrior Monk	+2/level up to 20th (max. of 40)
Monk, Ranger, Bard	+1/level up to 20th (max. of 20)
Other Professions	no level bonus

02-09 Offensive Modifications Table	
Effect	**Category and Notes**
+ (variable)	Skill bonus, stat bonus, level bonus, weapon quality bonus, spell bonuses, special item bonuses. These factors are usually fixed for a given character.
- (variable)	Parrying bonus.
-20	If weapon used in left hand / Off-hand.
± (variable)	Range modifications (see individual attack tables).
- (variable)	Reloading penalty.
- (variable)	Armor missile attack penalty.
+15	Flank attack.*
+25	Rear Flank attack.*
+35	Rear attack.*
+20	Surprise.
+20	Stunned foe **.
+30	Downed foe **.
+50	Helpless foe **.
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
-20	Drawing a weapon (also applies to movement).
-50	Changing weapons (also applies to movement).
- (variable)	Moving (normally the % of possible movement equals the penalty).
- (variable)	Attacking (the % less then 100% activity declared for the attack).
± (variable)	Miscellaneous (to be determined by the GM).
Note: Modifications are cumulative unless noted otherwise. * — Only one of these modifications can be applied at any given time. ** — Only one of these modifications can be applied at any given time.	

Option 1: Generous Weapon Bonuses For Missile Weapons

Apply both weapon bonuses. GMs should handle this option carefully as it can lead to large missile OBs. For example, a +10 bow firing a +5 arrow gives a +15 bonus to the attack's OB.

Option 2: Conservative Weapon Bonuses For Missile Weapons

The weapon quality bonus for a bow and arrow attack is the smaller of the bow bonus and the arrow bonus. For example, a +10 bow firing a +5 arrow only gives a +5 bonus to the attack's OB.

Spells: Certain spells may increase a combatant's OB. Such spells are described in *Spell Law*.

Special Items: There may be special items (usually magic items) in a GM's campaign that will impart an OB modification to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

Position & Facing: At the GM's discretion, a bonus or penalty may adjust a combatant's OB if their position is determined to be somehow superior or inferior to their opponent's. See the Offensive Modifications Table (02-09).

The facings in combat are based on hexes, so the six facings of a combatant represent 60-degree arcs. The rules on bonuses relating to position assume human-like forms, with human limitations for range of perception or movement. (A creature with dozens of eyes on mobile stalks and 12 tentacles evenly spaced around its torso might consider all facings as "front")

The six facings, going clockwise from front are:

- Front
- Right Flank
- Right Rear Flank
- Rear
- Left Rear Flank
- Left Flank

Status: A summary of the various status modifiers to OB is listed in the Offensive Modifications Table 02-09. This includes

injuries, movement, activity, changing weapons and other factors.

Parrying: As discussed in Section 2.2, a combatant's OB is lowered for a specific attack by the amount they used to parry.

Left Hand/Off-Hand Use: A weapon used in the left hand/off-hand receives a special -20 OB modification.

Range: There is a modification to the firer's OB based upon the distance from the attacker to the target. These modifications range from +30 to -75 and are provided on the individual Weapon Attack Tables.

The missile ranges given on each of the attack tables are the maximum ranges for which each of the given OB modifications applies. For example on the Composite Bow Attack Table, attacks made at a range of 0'-10' are modified by +25, attacks at a range of 11'-100' receive no modification, attacks at 101'-200' are modified by -35, attacks at 201'-300' are modified by -60, and attacks over 300' are not allowed.

Armor Missile Attack Penalties: A combatant making a missile attack receives a penalty to their OB if they are wearing armor that covers their arms. This includes armor types 6, 7, 8, 10, 11, 12, 14, 15, 16, 18, 19, and 20. The specific penalties are summarized on the Armor Table 02-01.

> **Note:** *Unless stated otherwise, bonuses are cumulative. For example, a surprise rear attack on a stunned foe would get a total bonus of +75: +20 for surprise, +35 for rear attack and +20 for a stunned foe. A non-surprise rear attack on a stunned foe would get a total bonus of +55.*

2.4 Weapon & Attack Bonuses & Modifications

A combatant's capabilities in combat often depend upon what weapons they use. The normal weapon combinations are: a one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, two one-handed weapons, or unarmed.

One-Handed Weapons: A combatant armed with a single one-handed weapon may attack once per round and parry normally (see Section 2.2).

One-Handed Weapons with a Shield: A combatant armed with a one-handed weapon and a shield may attack normally once per round and parry normally (see Section 2.2). Such a combatant may use their shield bonus for DB against one foe and then use their parry bonus against the foe they attack. Alternatively, they may use both bonuses against the same foe.

Option 3: Shield Bash

When using this optional rule, a character may use their shield to attack (called a "shield bash"). This attack is treated as a Small "Bash" attack for shields with a DB bonus of +25 or less, and a medium Bash attack for shields with a DB bonus higher than +25 (Shield size bonus only, not including magical, quality, or any other bonus). If using skill development for expertise, using "One Handed Concussion" weapon costs. If this skill is used in combination with a weapon, skill with this attack must be developed separately from the weapon used in the other hand and all of the "Two One-Handed Weapon" rules apply.

Pole Arms: Normal human-sized creatures must use both hands to wield these types of weapons. Pole arms cannot be used with a shield. A combatant using a pole arm may only use 50% of their OB to parry an opponent using a weapon that is not a pole arm.

Combatants in the second line should be allowed to strike past friendly combatants (front line) if they are using pole arms. This serves to simulate the effectiveness of organized groups of fighters with pole arms. The GM should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

Option 4: One-handed Spears

Spears have been used one-handed often in history, so the GM may wish to allow spears and javelins to be useable one-handed (Still considered Pole Arm class weapons for costs.). One-handed attacks are made on the appropriate table with a -10 modifier.

Two-Handed Weapons: Normal human-sized creatures must use both hands to wield these types of weapons. Two-handed weapons cannot be used with a shield. A combatant using a two-handed weapon may only use 50% of their OB to parry an opponent using a one-handed weapon.

Option 5: Two-Handed Weapons in One Hand

Characters cannot normally use two-handed weapons in one hand (except for bastard swords, jo's, and nunchaku). But if a character of great strength and/or size wanted to do so, a GM might allow them to develop separate skill with a Two-handed weapon used in one hand and then apply a special penalty of between -20 and -50 depending upon the weapon. (GMs should apply this penalty to maximum possible results on the chart too, so a -30 would mean the weapon could at most inflict a 120 result on the attack chart.)

Two One-Handed Weapons: A combatant may use a one-handed weapon in each of their hands. They are assumed to be right-handed (the same rules apply in reverse for left-handed combatants). When a combatant develops skill with (i.e. trains with) a weapon, they must develop the skill with their right hand and skill with the left hand separately (see *ChL* Section 7.0).

- Any weapon used in the left hand automatically gets a -20 modification to the combatant's OB with that weapon.
- The combatant may attack with both weapons in the same round, or they may attack with only one and use the other for its "shield" bonus versus melee (see Table 02-04). (In which case use the "One-Handed Weapons with a Shield" rules above)
- A combatant must direct both their attacks (and parry) against the same target.
- If a combatant uses part of their offensive bonus for parrying, they must decrease **both** their weapon OBs by that amount.
- Parry DB from the two weapons does not stack. (So if the combatant devotes 30 OB to parry, they get +30 DB, not +60).

Thrown Weapons: The GM should use their judgment based on the weapon. (Most are one-handed, but it is possible to throw a two-handed weapon). This matters because it determines if the combatant is able to hold another item – like a shield, a melee weapon, or another thrown weapon – in their other hand.

If a stationary combatant is trained with a one-handed throwing weapon, they may throw that weapon using 50% of their normal OB and still melee in the same round with a -50 modification to their melee OB (or throw a second one handed melee weapon from their off hand.). Such a combatant may only use a one-handed weapon or a shield on the round that they throw the weapon. They are assumed to be holding their other weapon in their non-throwing hand. (Remember to apply the -20 "off hand" penalty to one of the attacks).

A combatant may not parry with a weapon they intend to throw in the same round. They can cancel a declared throwing attack to melee and then use it to parry. (See Section 2.6)

Missile Weapons: Fantasy missile weapons are generally two-handed. Missile weapons are not designed to parry melee weapons, and are easily damaged if used in this way. If a combatant uses a missile weapon to parry a melee weapon, the GM should check for breakage (see *ChL* Section 8.6). Missile weapons can be used to parry unarmed attacks normally, though "Natural Weapons" (see below) count as melee weapons per above. Combatants not wishing to risk breakage suffer the same DB penalty as unarmed parry (OB used for parry is halved as DB).

> **Example:** *Darjoul has just shot the mayor with his crossbow, when a guard suddenly attacks him. Not wanting to die, he parries, but not wanting to see his precious crossbow damaged, he chooses not to put it in harm's way. His full 100 OB for crossbow goes to parry, but he only gets 50 DB from it.*

Unarmed Combat

Engaging in combat without weapons falls under "unarmed" combat. Since attempting to stop a weapon with your body is essentially the same as being struck, unarmed

combatants have limits to how they can parry. To reflect this difficulty, any OB used to parry a weapon is cut in half. (So 50 points of unarmed OB used to parry a weapon would only grant 25 points of DB.). This does not apply against other unarmed attackers.

Certain natural attacks should be considered "Natural Weapons," both allowing both normal parrying and considered a "weapon" vs. unarmed. Any attack using an armored or inert body part that can block damage without automatic injury qualifies. A crab's pincers or a spider's web are examples of natural weapons.

If the unarmed attacker is holding an object or wearing armor that can be used to deflect weapons, then they can parry normally without penalty. The GM must decide if the object or armor is suitable. As a rule of thumb, it should either be mobile enough to put into the way of a blow, like a buckler, arm armor or a stool, or it should be large enough to hide behind, like a shield or the shell of a creature like a turtle. (The object need not be rigid, a cloak wrapped around your arm would do against a light weapon.)

A combatant may "parry" with suitable terrain features (e.g. dodge around a tree, duck under a large branch, or step behind a door). The GM is the final judge as to the appropriateness of such "terrain parrying" situations.

Natural Attacks

The attack charts in the "*Claw Law*" section of this book cover natural attacks. The size and type of the attack is given as part of the creature description. The type of attack determines which table you use, and the size determines the maximum possible result. Thus, a Large Bite attack would use the "Bite" attack table, with a maximum possible result of 135.

Option 6: Natural Attacks as a Skill

GMs may wish to allow the development of natural attacks for PCs or NPCs. These skills would typically be found among more primitive cultures. Use Martial Arts or Weapon Class 1 for the DP cost of these skills, whichever is lower for the character's profession. Each individual attack must be purchased separately, its size determined by the specifics of the attack, and the character's race and size. OB skill is gained at the same rate as weapon skill, and the stat bonus is almost always St/St/Ag. (If the natural attack involves a ranged strike like thrown quills, spun web or poison spit, the stat bonus is St/Ag.)

Example: *Urgo the War Troll is a large creature, and a prized shock trooper in a goblin army. He has 10 ranks in large bite, 10 ranks in Large Claw, 8 ranks in Large Bash (full body ram), 6 ranks in Medium Bash (punch, kick), 4 ranks in Large Grapple (Bear hug), 5 ranks in Medium Trample (Stomp) and 8 ranks in Large Trample (Over run).*

Note: *Attacks at Large/Huge sizes are roughly equal to weapons and martial arts, and most PC races make Medium, Small or Tiny sized natural attacks. Between that and unarmed parry restrictions, these attacks will almost always be distinctly inferior.*

Note: *If either of the similar weapon options is being used, all natural attacks using the same table can be considered similar.*

Martial Arts

When trained and perfected over generations, unarmed combat becomes martial arts. The rigorous training involved in these forms teach not only raw fighting ability, but also maneuvering, discipline, and how best to exploit the weaknesses of your foe. Serious students of these arts can refine this skill and discipline to perform almost superhuman feats in combat. A major improvement over natural attacks, the martial arts charts are significantly more lethal.

These attacks are roughly broken into two categories, each with its own skill:

Martial Arts Strikes: punches, kicks, elbows, knees, head-butts, and other such striking attacks.

Martial Arts Sweeps & Throws: Sweeps, trips, throws, and other such unbalancing or throwing attacks.

Option 7: Martial Arts Grappling

GMs may wish to make it possible for martial arts to include grappling styles similar to Greco-Roman style wrestling or Sumo, in addition to the wrestling throws, trips and takedowns possible with the Martial Arts: Sweeps and Throws, which are more like Judo. This option adds a third skill, Martial Arts: Grappling.

Costs by profession are the same as Martial Arts: Sweeps & Throws. You use the Grapple attack table, with the following maximum result limits:

Tier 1: Small Grapple
Tier 2: Medium Grapple
Tier 3: Large Grapple
Tier 4: Huge Grapple

The skill purchasing limits are the same as for the other two martial arts skills; Tier 2 ranks may not exceed Tier 1 ranks, Tier 3 ranks may not exceed Tier 2 ranks, and Tier 4 ranks may not exceed Tier 3 ranks.

Unusual Weapons

GM may wish to introduce weapons other than the ones listed in the weapon tables in Section 5. Creating a new weapon table involves balancing the weapon's attack power versus the defensive properties of armor. Since generating a new weapon table is tricky, it is easier to use one of the existing attack tables, and apply appropriate modifications. For example, a kitchen knife might be a Dagger -25 (Roll on the Dagger attack chart, and apply a -25 to the result). A few examples of unusual weapons are listed on the chart below.

The weapons given in the historical section of the Weapon Statistics Chart are historical weapons that have actually been made and used in our world. The statistics given are suggested values for their use with *AL*. They indicate which *Arms Law* attack tables to use and what modifications to make. These weapons are intended to be examples of how to use the *AL* system to simulate any weapon.

The weapons in the fantasy section of the Weapon Statistics Chart are fantasy (made up) weapons. They are very powerful and depend on special design and material. They are included to illustrate how you can make up your own weapons using this system.

The GM should be careful when allowing/introducing unusual weapons – a lot of care was taken in generating the attack tables in this book – so it is easy to create overpowered weapons through the application of modifications to existing tables.

Sometimes, a weapon is so unusual that none of the weapon charts seem to fit. In these instances, the GM may need to mix and match armed and unarmed combat charts, and/or generate a completely new mechanic to make the weapon work.

Example 1: *A Player wants his Common Man character to develop ranks in throwing rocks.*

The GM decides that the character could develop ranks of OB with "thrown rock" (as a thrown weapon). Depending on the size of the rocks, the size of the attack would vary. Common men are medium sized, so the GM decides that a rock you can throw with one hand would be a small attack, and a larger rock you need both hands to throw would be a medium attack. The GM decides these would be two separate skills for development purposes, though "similar" if either of those options is in use. He decides that the sling ranges work for a one handed rock, and the war hammer thrown ranges for a two handed rock.

Looking over the attack tables, the GM decides that thrown rocks would use the Ram/Butt/Bash chart.

Example 2: *A player wants his character to develop the ability to throw sand in an opponents face during combat.*

The GM decides that the character could develop Ranks of OB with "thrown sand" (as a thrown weapon). He would use the Grapple Attack Table (Small attack maximum) with double normal shield DB and no weapon DB; and the target may parry normally if he is aware the attack is coming. The range would be limited, 0'-2' (0), 3'-4' (-25), 5-8 (-75) 9-10 (-100). A non-zero result would deliver no normal damage but it would force the target to make a Resistance Roll against a 1st level attack (see SL or ChL), modified by -1 per hit delivered and -10 for each severity of any critical (i.e. -10 for an 'A' -20 for a 'B', etc.). A failed RR would cause a "Must Parry" result. (The GM may decide that thrown salt or an even more caustic or toxic substance would be a higher level attack or cause penalties to the target's RR.)

Completely new weapon mechanics like the two examples above are totally untested for game balance, and should be tested in mock RPG combat before introducing them. (Players tend to get surly if you give them something, and then are forced to take it away or modify it after it's been used in actual play.)

Improvised Weapons

Combatants can pick up nearby objects and use them as weapons. The GM should decide if any of the skills the character has are appropriate to wielding the improvised weapon. Taking into account the shape, weight, size and characteristics of the actual weapon the skill applies to, the GM should then impose a penalty. For example, a length of firewood might be a -10 club attack, or a -25 mace attack, or a -50 broadsword attack. These penalties also apply to the maximum possible result on the attack table, so that using a piece of firewood as broadsword give a maximum possible result of 100 (150-50) on the table. Modify the critical inflicted by the attack appropriately. For example, with the length of firewood using Broadsword attack table at -50, the Slash and Puncture criticals should be changed to Krush and Unbalancing criticals. An object used like this can be broken or damaged more easily than an actual weapon; the GM should keep this in mind. (See *ChL* Section 8.6).

02-10 Weapon Statistics Chart

Weapon	Type	Wt	Len	Fum	Range Mod (in feet) 10	25	50	100	150	Table Used	Armor Modifications 20-17	16-13	12-9	8-5	4-1	Special
Historical Weapons																
Axe (woodsman's)	2H	4-6	2.5-3	4	-30	—	—	—	—	Handaxe	-5	-5	-5	-5	-5	Normally used as a tool.
Bastard Sword	1HS	4.5-6	3-4	4	—	—	—	—	—	Broadsword	+5	0	-5	-10	-10	
(Hand & a Half)	2H	4.5-7	3-5	5	—	—	—	—	—	2H-Sword	-5	-5	-5	-10	-10	Maximum result is 140.
Blackjack	1HC	1-2	.5-1	1	—	—	—	—	—	Barefist	0	0	0	0	0	E-criticals are treated as D-criticals.
Blow Gun	MIS	1.5-2	3-6	5	0	0	-20	-40	—	Sling	-5	+10	0	+5	+10	All criticals are punctures.
Boar Spear	PA	5-7	4.5-6	5	-15	-30	—	—	—	Spear	+5	+5	0	0	-5	Animals can't push shaft up if impaled
Boomerang	TH	-5-1	1.5-2	4	0	0	0	-20	-30	Club	-5	-5	-5	-5	-5	If user trained, it returns.
Cat of Nine Tails	1HC	1-2	2.5-3.5	7	—	—	—	—	—	Whip	-15	-10	-5	0	+ 10	
Claymore	2H	6-8	2.5-3.5	4	—	—	—	—	—	2H-Sword	-5	-5	-5	+5	+5	Scottish 2H-Sword.
Cudgel	2H	2-3	2-3	3	-35	—	—	—	—	Club	+5	+5	+5	+10	+10	Large walking stick.
Cutlass	1HS	2.5-3.5	2-3	3	-20	—	—	—	—	Broadsword	+5	0	-5	-5	-5	
Darts (throwing)	TH	.5-1	.5	5	0	-10	-20	—	—	Dagger	-10	+5	0	0	0	
Dirk	1HS	.5-1	.5-1	1	-15	-30	-40	—	—	Dagger	+5	+5	0	-5	-5	Scottish Dagger.
Fist (bare)	1HC	—	—	1	—	—	—	—	—	M.A. Striking	0	0	0	0	0	Maximum result is Rank 1.
Fist (armored)	1HC	—	—	1	—	—	—	—	—	Bare Fist	0	0	0	0	0	Bare Fist Table is used for this now.
Foil	1HS	1.5-2	2.5-3.5	3	—	—	—	—	—	Dagger	+10	+10	+10	+10	+10	AH criticals are Punctures.
Harpoon	PA	4-5	6-7	4	-5	-20	—	—	—	Javelin	-5	-5	-5	-5	-5	Hard to remove.
Jo	2H	1.5-2.5	4-5	5	—	—	—	—	—	Q-Staff	0	0	0	0	0	Japanese staff.
	1HC	1.5-2.6	4-6	3	—	—	—	—	—	Club	+5	+5	+5	+5	+5	
Katana	1HS	4-6	3.5-4	3	—	—	—	—	—	Broadsword	0	0	+5	+5	+5	Japanese sword.
Lance (medieval)	PA	8-12	10-15	7	—	—	—	—	—	Lance	+10	+10	+5	0	0	If jousting, all criticals are A's.
Lasso	TH	1-2	6.5-10	6	—	—	—	—	—	Entangle	0	0	0	0	0	Maximum result is Medium.
Long Sword	1HS	3.5-5	2.5-3.5	4	—	—	—	—	—	Broadsword	+5	+5	0	-5	-5	
Net (gladiator's)	TH	1.5-3	4-6	5	0	—	—	—	—	Grapple	+5	+5	+5	+5	+5	Maximum result is Large.
Net (fishing)	TH	2-4	5-8	8	-5	—	—	—	—	Grapple	-5	-5	-5	-5	-5	Maximum result is Medium.
No-Dachi	2H	7-9	5-6	5	—	—	—	—	—	2H-Sword	+5	+5	+5	+5	+5	Japanese 2H-Sword.
Nunchaku	1HC	2-3	2.5-3	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	—	—	—	—	—	Flail	-5	-5	-5	-5	-5	
Pick	2H	5-8	3-4	6	—	—	—	—	—	Mattock	-10	-10	-10	-10	-10	Normally used as a tool.
Pilum	PA	4.5-5	5.5-6	5	0	-20	-30	—	—	Javelin	+5	+5	+5	+5	+5	Roman throwing spear.
Sabre	1HS	3-4	2-3	3	—	—	—	—	—	Broadsword	0	-5	-5	-5	-5	
Sai (parrying wp)	1HS	2-3	1-2	2	-20	-20	—	—	—	Maine Gauche	-5	-5	-5	-5	-5	+25 vs. melee if not used to attack.
Shuriken	TH	.2S-.5	.2-.75	5	0	0	-20	-30	—	Dagger	+5	+5	+ 10	+ 10	+ 10	Japanese throwing star.
Trident	PA	4-6	5-8	5	-15	-30	-40	—	—	Spear	0	+5	+5	+ 10	+ 10	
Tomahawk	1HS	3-4	1-2	2	-5	-15	-30	—	—	Handaxe	-10	-10	-10	-10	-10	
Tonfa (special)	1HC	1.5-2	2-2.5	4	—	—	—	—	—	Club	+10	+10	+10	+10	+10	Okinawan rice husking rod
Fantasy Weapons																
Baw	1HS	4-5	2-3	5	—	—	—	—	—	Handaxe	+ 15	+ 15	+10	+10	+10	Can be used as an ice axe.
Cabis	1HS	2-3	1.5-2.5	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag	1HS	5-6	3-4	6	—	—	—	—	—	Falchion	+ 10	+ 10	+ 10	+ 10	+ 10	A very large bladed weapon.
Ge	TH	4-6	4-5	8	0	0	0	-20	-40	Bola (2x Dam) (a super bola)	+ 10	+ 10	+10	+ 10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Irgaak	2H	5-6	5-6	3	—	—	—	—	—	2H-Sword	+ 15	+ 15	+ 15	+ 15	+ 10	Roll criticals twice apply all results.
Kynac	1HS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynac	1HS	2-3	2-3	3	-20	-20	-20	-50	—	Rapier	+15	+ 15	+15	+ 15	+15	A great long dagger.
Shang	1HS	1-2	1-2	1	0	-10	—	—	—	Scimitar (parrying sword)	-10	-10	-10	-10	-10	+30 vs. melee if not used to attack.
Typh	1HC	4-5	3-4	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka	1HS	4-5	3-4	6	—	—	—	—	—	2H-Sword	-10	-10	-10	-10	-10	If fumbled, roll a "CS" on wielder.

Type: 2H = Two-Handed Weapon: IHS = One-Handed Slashing Weapon; 1HC = One-Handed Concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).
Wt.: Weight of weapon in pounds.
Len: Length of weapon in feet.
Fum: Fumble range (a fumble occurs if unmodified attack roll is less than or equal to this number).
Range Mod.: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (—means not allowed.)
Table Used: The AL&CL attack table used to resolve attack.
Armor Mod.: Modifications to the attack roll based upon the armor of the defender.
Special: Varies for each weapon.

3.0 The Tactical Combat Sequence

The *Rolemaster* tactical combat sequence is based on 10-second battle rounds. Normally, each combatant is allowed one attack roll per round, whether it be a spell, missile (bow or thrown fire), or melee. The character may actually make more than a single swing or shot during this time period, but with everything going on, only one such swing/shot is considered to be effective enough to cause damage. A shield, sudden movement, a weapon, fate and/or luck are presumed to have intervened and rendered the rest of the swings/shots ineffective, and the one for which the player rolls is the best of the lot.

The basic principle of this system is that each action takes a percentage of the character's activity to accomplish. Characters may normally use up to a total of 100% activity in a single round. Certain skills or spells may grant a character extra activity that can be used. Should a character use less than a full 100% activity in a given round, they are considered to be idle and/or waiting until the next round.

Some actions will require a set activity percentage, while others will have a percentage range. Characters may select which percentage from that range to use, however, using less than the full percentage means that the action receives a modifier of -1 for every point below the full, maximum percentage that the character uses.

Example: *A full attack requires between 50% and 100% activity. If a character decides to make an attack using 80% of his activity, that means that they receive a modifier of -20 to their attack since they are using 20 points less than the maximum activity percentage for the action.*

3.1 Initiative

Initiative is the order in which actions are resolved. There are several specific places where it is used within the tactical combat sequence, and this section covers how to determine initiative for both characters, and their foes.

There are many different ways that initiative can be determined, however, the default method is **2d10 + Quickness Bonus + Modifiers**. Various modifiers to initiative can be found on the *Initiative Determination Table.*

Initiative is rolled for each round as changing conditions can alter the order in which the characters resolve their actions.

The default method for rolling initiative allows for a wide range of numbers. The GM will start at the highest number rolled, or *Initiative Point*, and work their way down to the lowest number, resolving actions in that order. If there are two or more characters or foes that act at the same initiative point, the GM should compare their Quickness Bonuses; the character, monster or npc with the highest Quickness bonus will act first, followed the character or foe with the second highest quickness bonus, and so on.

03-01 Initiative Determination Table

Effect	Category and Notes
+/-(variable)	Quickness Bonus
+20	Weapon ready (only on first round of combat)
+0	One-handed weapon.
-5	Two-handed weapon.
+20	Pole Arm, on 1st round of combat between 2 opponents.
-10	Pole Arm, after 1st round of combat between 2 opponents.
+5	Longer weapon when neither opponent is charging.
+15	Longer weapon when one or both opponents are charging.
-5	Two weapon combination.
-5	Shield.
-25	Surprised.
-20	Encumbered.
-25	Wounded more than 50% (concussion hits).

Note: Total all applicable modifications; the melee combatant with the highest total attacks first.

Initiative & Monsters: The GM will also roll initiative for monsters as well. However, they will use the following table, Monster Initiative, to determine their base modifiers. Monsters are given two quickness values. The GM should the AQ rating under a monster's Speed (MS/AQ) stat to determine which code is used to determine initiative for attacks. The AQ column is used in place of the "Quickness Bonus" initiative modifier. For initiative in movement or moving maneuvers, use the MS column to determine the bonus.

03-02 Initiative & Monsters

Code		Rating	(MS) DB	AQ (Init)
IN	=	Inching	-25	-25
CR	=	Creeping	-20	-20
VS	=	Very Slow	-10	-10
SL	=	Slow	+0	+0
MD	=	Medium	+10	+10
MF	=	Moderately Fast	+20	+20
FA	=	Fast	+30	+30
VF	=	Very Fast	+40	+40
BF	=	Blindingly Fast	+50	+50

3.2 Combat Resolution

Combat is divided into three specific steps. These steps are meant to provide the GM with a method of providing structure and order to the round, to make it easier to resolve the actions of the various characters.

Step 1: Declare Initial Action(s)

During this step each player must declare the initial action(s) of their character and what percentage activity is devoted to that action.

1. The first thing that the player does is to state their overall intentions regarding the actions to be performed by their character during the round. The player then declares his character's first action for the round.
2. Next, the GM has to determine whether or not the initial action(s) constitute a normal action or a Simultaneous Action. If the declaration is a Simultaneous Action, then the GM must determine the activity percentage involved. Refer to Declaring Simultaneous Actions under Section 3.3 Special Situations.

3. Once initial actions have been declared, along with the activity percentage the action will require, each player must also declare any OB/DB splits for Parrying as well who the Parry will be against. At this point the GM will also declare the initial actions for any NPCs or creatures involved in the combat.

Table 03-03 shows the most common actions during melee and the percentages required by those actions. As you can see, most of the listed actions require a majority of the activity percentage that the character has available each round.

Note: *Players may only declare 1 melee attack action and/or 1 spell casting action per round. Even if a player declares a 50% activity spell or melee attack, they may still only declare one of each per round.*

Note: *For the first round of combat, combatants with ready weapons must declare their OB/DB split as they enter into combat. (This reflects their posture in the moments before combat started.) At all other times, OB/DB split remains the same until the player declares a new melee attack, changes weapons, is stunned, or otherwise falls out of "combat posture". (At the judgment of the GM.)*

Step 2: Roll Initiative

Once all players have declared their initial actions, and the GM has declared the actions of all NPCs and creatures, it is time to determine the order in which the characters actually perform these actions. Use the guidelines presented in Section 3.1 for determining the initiative order for the round.

Step 3: Resolve Actions

Once it has been determined in which order the characters will resolve their actions, it is time to actually start resolving actions. The actions are resolved in two steps; in order of the character's initiative. The GM starts with the highest initiative point total and works their way down to the lowest.

03-03 Activity Percentage Table

Cast Spell	75%	Moving **	Minimum 10%
Cast from Item*	75%	Static Action/Skill Use (most skills)	Minimum 100%
Concentration**	50%	Dodge**	50%-100%
Instantaneous Spell (No prep needed)	75%	Shifting a Weapon	10%
Spell Preparation (for each round)	90%	Draw Weapon	20%
Melee Attack	50%-100%	Changing Weapons	50%
Missile Attack	50%	Riding **	Minimum 15%
Multiple Attacks 1 round (i.e. TWC)	90%-100%	Mounted Combat**	100%
Disengage from Melee (move up to 10')	30%	Rapid Dismount of Riding Animal	20%
Reloading/Loading Sling	50%	Careful Dismount of Riding Animal	50%
Reloading/Loading Short Bow	60%	Mount a Riding Animal	50%
Reloading/Loading Composite Bow	70%	Taking a Prepared Herb	20%
Reloading/Loading Long Bow	80%	Drinking a Potion	40%
Reloading/Loading Light Crossbow	170%	Applying First Aid (per pt. of bleeding)	100%
Reloading/Loading Heavy Crossbow	230%	Apply Prepared Herb	100%
Quick Perception/Orientation Roll (-20)	10%	Recover Item from Belt Pouch	20%
Full Perception Roll	30%	Pick Item up from the Ground	30%
Relaxed Swim	50%	Drop Held Item	0%
Hard Swim	90%	Hiding	20%
Standing up from Seated Position	10%	Stalking	Minimum 50%
Standing up from "on knees/crouch"	20%	Climbing	60%-100%
Moving up from prone to knees/crouch	30%	Rapid Drop to Ground	10%
Standing up from prone	50%	Careful Drop to Ground	20%
Other Actions (GM Discretion)**	10%-100%	Simultaneous Actions (GM Discretion)**	20%-100%

* Spells from items take same amount of prep and casting time as equivalent spell.
** Refer to Section 3.3 Special Situations for more information.

Example: *John, Mark, and Andy are playing fighters, and they have encountered a band of 3 Orcs while exploring an abandoned underground complex. After declaring their actions, the GM calls for initiative order. John gets a total of 14, Mark gets a 19, and Andy gets a 15. The GM rolls a 12, 15, and 9 for the Orcs. This means that Mark goes first, followed by Andy (who has a Quickness stat of 73) and then Orc #2 (who has a Quickness stat of 60), then John, followed by Orc #1 and Orc# 3 goes last.*

Step 3A: Resolve Short Actions: Starting at the top of the initiative order, the GM resolves the actions of characters who have declared actions that require less than 50% activity. The GM will then repeat this cycle for those players whose characters have completed their initial actions, allowing them to declare another action and resolve it, so long as the total activity percentage for the newly declared action does not have the character meet or exceed a total of 50% activity for the round. If a newly declared action causes the character's total activity for the round to be equal to or greater than 50%, then the player must wait until the Step 3B to complete their action.

Note: *Instantaneous Spells are considered Short Actions, no matter how much activity is required for them. The activity percentage required is considered to be recovery time from the sudden casting.*

Step 3B: Resolve Long Actions: The GM now begins again from the top of the initiative order, resolving the character's actions as they occur. The GM then repeats this cycle, allowing characters who have not used 100% of their activity to declare and resolve new actions, so long as those actions do make the character exceed 100% activity for the round.

Actions such as reloading missile weapons or specific uses of skills, which take multiple rounds, are also allowed, they merely carry over from one round to the next until the percentage of activity needed is reached.

Example: *Marc's character Athlon has just fired his long bow at a foe. He declares his next action to consist of reloading his bow, an 80% activity action. This is more activity than Athlon has left in the round, so it carries over to the next round. In the next round, the 30% of the reloading action that was unable to be completed in the previous round is treated as a separate action requiring 30% activity. Once that 30% activity has been resolved, Athlon may then make another missile attack with his bow, a 50% action.*

Actions such as spell casting, melee attacks and other actions that require less than 100% activity cannot be carried over from one round to the next.

Step 3C: Upkeep: The GM resolves any ongoing effects after 100% activity has been reached. This includes applying any hits per round from Bleeding or marking off rounds of stun. Refer to *Critical Damage Resolution* under Section 3.3 Special Situations for more information.

Option 8: Smaller Steps

Instead of working with 2 steps, the GM may use 4 steps of 25% activity each if they want a more granular round.

Snap actions: Up to 25%
Short actions: Up to 50%
Normal Actions: Up to 75%
Long actions: Up to 100%

3.3 Special Situations

As with all systems, there are a few special situations or conditions that merit an extra note or a more detailed explanation. This section provides it.

Canceling an Action: There may be times when a player, after declaring their action, may decide that they need to cancel their declared action and declare a different action. There are several guidelines to be followed when canceling actions.

- Actions may only be canceled only during the player's turn.
- Only actions that have not been resolved may be canceled.
- The character loses 10% of their remaining activity for canceling an action.
- The character may declare a new action, so long as they have enough percentage of activity to complete the new action.

Note: *This supercedes the rules for Canceling an Action found with Character Law.*

Charging: Charging is the act of moving into combat and attacking at the end of that move. As noted in Table 03-01, a Charge can impact the combatant's initiative. It can also impact the combatant's OB and DB.

- The combatant must use a Pace of at least Run to close with their foe.
- They may make turns while running, but only the distance in Final Approach is used to determine the bonus to OB.
- Final Approach is the distance between the combatant's last turn and their foe.
- The bonus to OB is equal to the number of feet of the final approach; it cannot be greater than +50.
- The charging combatant also receives a penalty to their DB equal to the OB bonus.

Example: *Marc's character Athlon is in a tavern that has an extremely large common room, over 50' long, when trouble starts down near the far end. Athlon stands up and spots one of his friends caught up in the trouble, which is easy to do since the tavern is not crowded at the moment. Athlon decides that he is going to go to his friend's aid against the 4 thugs with weapons drawn that are causing his friend problems.*

Marc declares that Athlon will charge the guy closest to himself. The GM tells Marc that the closest guy is about 35' feet away, easy to reach at a run with his BMR of 50'. Unfortunately, it is not a straight run from Athlon's position to the position of his target. He has to go around several tables first, but after that, he has a straight run of about 20' to his target.

Athlon begins his run. He runs 15' to get around the tables, and then the 20' (the Final Approach) directly at his foe. Athlon gains a bonus of +20 for to his OB for only that last 20' since there were no turns made during that portion of the run. He also receives modifier of -20 to his DB for the Charge as well.

Combat Perception: As a general rule, a combatant is going to be aware of everything going on within a 10' radius hemisphere that is directly to their sides and in front of them (i.e. they are not automatically aware of what is to their rear flanks or rear). The two Perception actions listed in Table 03-03 specifically to allow the character to discover more than what is going on directly around them.

Concentration: In most instances, Concentration will refer to concentrating on maintaining a spell, but it can occasionally refer to skill use as well. On Table 03-03, the Activity Percentage Table, Concentration is listed as requiring 50% activity. This is not quite accurate. Concentration does not actually require any actual activity, but while a combatant is Concentrating, all other actions will require double their normal activity percentages to reflect that they are using only a portion of their attention on what they are attempting to accomplish.

Critical Damage Resolution: When an attack or a spell is resolved it may cause the target damage of some type. For specific information on the meanings of the types of damage involved, refer to Section5.4. The following list related to how and when damage is resolved.

- Hits - Hits are applied to the character who received the damage immediately.
- Penalties - Penalties are also applied immediately, and they will affect any relevant maneuvers or actions that the target may already have in progress.
- Bleeding - Any criticals that call for a number of hits per round or other specific instances of bleeding take place in *Step 3C: Upkeep*.
- Stuns - If the target receives the stun before they have accomplished 50% of the activity for the round, then they are considered stunned for the rest of the round, losing whatever activity they had been attempting to accomplish and the current round counts as one stun round. If the stun occurs after 50% activity has been expended, then the character is able to finish his action with a -25 modifier and this round does NOT count as one of their rounds of stun.

All other sorts of damage or specific conditions that last for one or more rounds will be marked off or applied during Upkeep as needed.

Disengage from Melee: Sometimes a character will want to remove themselves from combat. This action will allow them to do so safely. It is basically a small feint intended to distract the foe and to allow the character to safely move away. This action cannot be used in the same round that a character makes an attack. Moving away from a foe without using this action allows the foe to make an attack on the foe normally, if they have an appropriate amount of activity percentage remaining.

Dodging: Parrying includes small blocks, dodges, and other movements designed avoid being hit. Parrying also requires that the character be wielding a weapon.

However, there are likely to be times when a character does not have a weapon or cannot use their weapon for, or they just want to avoid combat. In these instances, a character can attempt to Dodge an attack. This is a dedicated attempt to avoid being hit by getting out of the way of the incoming attack.

To Dodge, the player must a roll and add the average of their character's Agility and Quickness bonuses, or the character's Acrobatics skill. This roll is made on the Extremely Hard column of the Movement & Maneuver Table, and any numeric results are applied to the character's DB. If the result falls on the low end of the column, then the character has fumbled their attempt to Dodge and the results are applied. If the result falls on the high end of the table, then the character receives the highest numeric result on that chart column to their DB and the prose result is also applied accordingly.

A Dodge is considered 100% activity, if this exceeds the character's activity for the current round, then the action carries over into the next round. So a character who dodges with 40% activity left begins the next round spending the first 60% activity of the next round still dodging–and still getting the DB bonus, if any. Canceling any action to dodge is therefore 110% activity in total.

In either case, the bonus to DB from the Dodge roll applies equally against all foes.

Haste & Speed: These effects give combatants 200% activity. They perform actions up to 99% as short actions, and complete activity to 200% in long actions. (This will allow melee and fire attacks during short actions.)

Melee Range: A melee combatant move and in a 5' radius. A weapon extends this range. Combatants still need to be able to see their opponents, so melee range is usually a semi-circle extending out to the front, and front flanks, unless the combatant can extend their perception beyond that 180 degree arc. A combatant can declare a melee attack on anyone within their melee range without expending movement to "close to melee range". (Thus, two combatants might be 8' apart and still able to attack each other.)

Melee Range = 5'+Weapon Length (From the Weapon Charts.)

Mounted Combat

Controlling a mount in combat requires attention (and therefore activity) unless the

mount is not moving. For combatants on stationary mounts, just apply common sense to limit actions. (No cartwheels for instance.) If a Combatant is on a moving mount, they must devote a certain amount of activity to controlling their mount. This activity is equal to 100% - riding skill (minimum 0%). This activity is deducted from the total available before any actions are declared, and is not considered an action. Thus, a rider will need at least a riding bonus of 50 before they can make attacks from their mount, and a rider with a bonus of 100 will be able to act and attack as naturally from the saddle as on foot.

The mount and rider should be considered separate combatants. The mount can move 100% without affecting the rider's activity (beyond the control issue described above). Mounts capable of attacks are restricted to the same activity limits as any other combatant. So a warhorse could move 50% and make a kick attack for 50% (at -50). (Remember that wounds and other penalties may reduce riding bonus, this being one benefit of having a riding bonus higher than +100)

The Riding skill bonus is described in *ChL* Section 7.5. The first chart presented in this section includes some suggested special bonuses based upon the mount. The second chart gives suggested bonuses if you are not using *Character Law*.

Mount Quality Riding Bonuses
(Numbers are cumulative.)

Wild horse	-20
Farm horse	-10
Riding horse	+5
War horse	+20
Intelligent horse	+10

The chart below gives some rider percentages for those not using *ChL*.

Untrained rider	-30 and 0% of bonus
Novice rider	10% of bonus
Trained rider	50% of bonus
Expert rider	80% of bonus
Master rider	100% of bonus

Certain weapons are at maximum effectiveness only when used mounted on a moving animal. The mounted lance falls into this category. As a result, the spear table should be used if a lance is used on foot or on an animal that is not moving faster than a walk. A full gallop (Sprint or faster) should give a special +20 modification to the OB for an attack by a mounted lance.

Movement Guidelines

There are some special considerations to keep in mind when adjudicating Moving maneuvers. In general, a character is practically limited to moving at no greater Pace than a Run while moving and fighting. This is because of the sheer difficulty of performing other actions while moving. It is recommended that movement not be allowed exceed the Pace of Run while attempting to perform other actions. (Such as melee attacks).

Some actions are better performed with a running start, such a jumping, leaping, or certain acrobatic/tumbling maneuvers. For these skills it is recommended that movement Paces of up to Dash be allowed.

A character is required to spend 10% activity for each 10% of their BMR rate (times their Pace Multiplier) that they move.

Unlike other actions, it is possible for Movement to be interrupted before it is completed. This interruption could be either voluntary or not depending upon the circumstances. If movement is interrupted, the combatant will have expended a percentage of activity equal to the movement completed. The character also expends an additional 10% activity to reorient themselves from the canceled movement. They may then declare and take action normally from that point forward.

Example: *Joe's character Grog has a BMR of 50'. Grog's friend, Geoff is 45' away, down a tunnel, fighting an Orc. Joe tells the GM that Grog will Run the 45', and when he arrives he wants to make an attack against the Orc with his remain 55% activity. What Grog doesn't know is that another Orc has come up a side tunnel between Grog and Geoff and has declared a Waiting Action of making a 90% activity grappling attack against any non-Orc who passes by in the main tunnel. Grog begins his first action, the 45% move (45' is 45% of 50' x 2 (Run Pace)). As he reaches the side tunnel, 25' down from his original position, the hidden Orc attacks him. Since the Orc has interrupted his movement, Grog's movement ends at 25% activity since that would be the amount of activity required to Run that distance. Grog also loses another 10% activity because of his canceled*

action. This leaves him with 65% activity left to use fighting the Orc who has grappled him.

Orientation Roll: Sometimes characters will perform actions in which their situation or location suddenly changes, such as with a Long Door spell or an Acrobatics or Tumbling maneuver. In such cases, the character is required to make an Orientation Roll to get their bearings prior to being allowed to act. An Orientation Roll is a Quick Perception maneuver. Should the character fail the Quick Perception maneuver, they can expend another 10% activity and be fully oriented without having to roll a second time.

Parrying: When a character declares a melee attack, they must also declare how much of their OB will be applied to their DB. *Arms Law* assumes that most combatants will be shifting at least some of their OB to their DB.

Calculating a character's OB/DB split is done **after** the modifiers for activity percentage and character condition have been applied. Situational Modifiers, such as for foe's position, are applied after the OB/DB split has been made. The DB modifier from Parrying applies only to one foe, which is designated at the time that the Parry is declared.

In all cases, the bonus to DB from the Parrying applies for the entire round, until the next Declaration Phase. The character may be the last one to go in initiative order, but their bonus to DB from Parry still applies against all attacks from the designated foe.

Option 9: Multiple Parry

Normally a foe may Parry all attacks from a single foe that they are aware of. Using this option, they may parry multiple foes that they are aware of. To use this option, the character must expend 10% of their activity to engage and parry each foe beyond the first. The character is required to have enough activity remaining to perform the full parry (i.e. a minimum of 50% activity). They are also limited to parrying only those foes of which they are aware, thus foes that are to the rear or rear flank normally cannot be parried unless they have some form of extra normal perception.

Simultaneous Actions

There are times when players will want to attempt to perform more than one action

at a time. Usually, this is a combination of wanting to perform an action while moving, though other combinations of actions are possible as well. Simultaneous Actions often combine two or more normal actions; most often actions that do not normally require a maneuver roll to perform; actions such as moving across the room or picking up an item off the floor.

Simultaneous Actions often require maneuver rolls to succeed. They are often comprised of multiple single actions that can be performed at the same time, or nearly the same time. When creating declarations for simultaneous actions, the GM should keep in mind the Activity Percentage system and only combine those actions that need to be combined. Players may then declare additional Simultaneous Actions during the rest of the round if enough activity percentage remains.

As mentioned above, actions require a specific percentage of a character's activity to accomplish. All actions are required to take a minimum of 10% of a character's activity.

As stated above, simultaneous actions normally consist of multiple normal actions. The GM needs to look at the various actions that the player wants their character to accomplish and to see which, if any of those actions may be performed at the same time. Often this usually includes movement along with another action. The GM also need to determine the overall difficulty of the simultaneous action and whether or not

The following example shows how one GM works this out.

Example: *John, Mark, and Andy are playing Fighters. John and Mark are in a 20' x 20' room. In the center of the room is an opening down to the next level. Andy has recently fallen through it. To one side of the opening, our intrepid heroes have begun to attach a rope to a spike driven into the floor to rescue Andy. Unfortunately, the hammering has attracted the attention of a small group of Orcs. Hearing them coming, John's character has already scrambled to the door to attempt to hold them off while Mark continues to finish attaching the rope. Mark is 10' from the door, and the coil of rope is halfway between where Mark is attaching it to the spike and the doorway. The GM has determined that is now time to begin using the Tactical Combat Sequence, and he calls for the actions of the players. John and Andy have already declared their actions.*

Mark: *"I want to run to the door, kicking the rope into the hole for Andy along the way, and drawing my sword at the same time and then melee attack the Orcs with whatever percentage I have left."*

The GM's thought process: *"Well, drawing your sword is 20%, and running to the door (10' away - and presuming Mark has BMR of 50') is a 20% action. Since neither interferes with the other (i.e. feet and hands), I will let him do both at the same time as a 25% action and not require a maneuver roll. Kicking the rope into the hole on his way across the room will slow him down a bit more, but not much, so we add in the base activity cost for a Simple Action of 10% to bring the total move across the room to 35% activity. However, I am going to require him to make a Light Agility Based Maneuver roll to accomplish this as kicking the rope could throw him off balance and mess up his later attack. Any results of less than 100 on the Movement & Maneuver Table will subtract from the 65% activity he have left. However, if this causes his activity percentage for the attack to drop below 50%, he will still be allowed to attack."*

What the GM says: *"Okay, you can run to the door, kicking the rope into the opening as a 35% action, however, you will need to make a Light Agility-based Maneuver Roll. You can then make your attack at 65% activity, giving you a -35 modifier to your OB. If your total result from the table is less than 100, then the difference between 100 and your result is the extra activity required by the maneu-*

ver because of slight stumbling. Now, if this extra activity on the first maneuver causes the amount of activity for the attack to drop below the minimum of 50%, I will still allow you to attack at the lower OB.

As we can see from the example, the GM determined that drawing a sword and moving at the same time could be done at the same time, and only slows each other down slightly without requiring a maneuver roll. Kicking the rope into the opening as he is moving is what requires the maneuver roll, according to the GM's reasoning. Moving and performing an action with his feet could upset his balance, thus the need for the maneuver roll. At least the GM thinks it is only a Light Maneuver.

Situational Modifiers: Sometimes situations can interrupt the normal flow of activity. If one combatant is holding a sword to the neck of another, and declares they will cut their head off if they move, or any of their friends get closer, then they should get significant bonuses to their initiative and OB. It's entirely possible that the hostage taker in this for instance will move first regardless of activity levels or initiative. So even though a "Melee attack" is 50+% activity, it may end up resolving first in the round. These sorts of situations are too varied to be described or codified in rules, so the GM will have to use their judgment. (Bonuses or penalties larger than +/-100 imply situations beyond normal ability, so the GM should generally keep special bonuses within that range unless they have good reason to exceed them.)

Surprise

When two or more groups meet up with one another and one or neither is explicitly aware of the other, both groups are required to make a single perception roll, using the character with the highest skill bonus. The results are determined as follows:

- Groups A & B both succeed: Neither group surprised.
- Group A succeeds, Group B doesn't: Group A surprises Group B.
- Group B succeeds, Group A doesn't: Group B surprises Group A.
- Groups A & B both fail Perception roll: Both groups are surprised.

The rule above applies to two groups stumbling onto each other. If one group is aware of the other more than a round before combat starts, they can set up to ambush the other group. Depending on the success of the surprise attack, they may just get surprise bonuses to initiative and OB, or an entire free round of activity and attacks before the surprised group can respond. (This is up to the judgment of the GM, based on how much time the attacking group has to set up the ambush, how good their plan is, and how badly the surprised group failed their perception.)

If both groups are surprised and stumble into combat, then everyone gets surprise penalties and bonuses applied to their initiatives and OB.

Option 10: Resetting Initiative

To do this, the character uses 80% of their activity in one round order not have to roll for initiative the next round. Instead of rolling for their initiative, the character would automatically receive an initiative equal to **20 + Quickness Bonus + all appropriate modifiers**. This action must be the last action that the character performs for the round.

Option 11: Single Initiative Combat

With this option, players only roll for initiative for their character once a combat. All other rounds skip the rolling of initiative in Phase 2. However, items from the *Initiative Determination Table* may still alter the character's initiative as the combat progresses.

Activity Percentages for Other Options

The following table shows some activity percentages associated with some of the options available within the other rulebooks for *Rolemaster Classic*.

03-04 Optional Activity Percentage Table	
Faster Instantaneous Spells	50%
Fast Instantaneous Spells	10%
Faster Item Casting (no prep rounds)	75%
Fast Item Casting (Instantaneous Spells only)	10%
Making 2 attacks at -50 Option	100%

3.4 Combat Example

Example: *Our three heroes, Gauth the Fighter, Athlon the Rogue, and Aurin the Magician, exit a small canyon into a mountain pass, only to find themselves confronted by two Lesser Orcs, led by a Greater Orc, blocking their path. Two Goblins with short bows crouch on a ledge 30' above and to the left of the Orc position. The Greater Orc bellows and points, and Combat time starts.*

Declare Initial Actions Step:

Aurin: *I'll cast Sleep VII on those goblins, then wait.*

Athlon: *I'll fire on lesser Orc 1, then reload.*

Gauth: *I advance on the orcs 50% activity and attack 50%. (90/20 OB/DB)*

Greater Orc: *Throws a spear at the one with the bow (Athlon)*

Goblin 1: *Fires on the one with the bow (Athlon)*

Goblin 1: *Fires on the one with the bow (Athlon)*

Lesser Orc 1: *advance 30% and attack Gauth. (30/10 OB/DB)*

Lesser Orc 2: *advance 30% and attack Gauth. (30/10 OB/DB)*

The GM combines Gauth and the Lesser Orc's actions into 100% "move up and attack" actions. Gauth chooses to run, but not charge, not wanting the DB penalties.

Determine Initiative Step:

Order is Aurin, Greater Orc, Athlon, Gauth, Lesser Orc 1, Lesser Orc 2, Goblin 1, Goblin 2.

Resolve Short Actions (Step 3A)

Everyone's actions exceed 49% activity.

Resolve Long Actions (Step 3B):

Aurin rolls a 55 on his Base Attack Roll, +10 because he is level 10; the range is 50' so there is no modifier. Total BAR of 65, so the Leather clad Goblins will have a -10 to their Resistance rolls. Consulting the Resistance Roll chart, the Goblins need an 80 to resist. Neither gets any stat/race bonus. Goblin 1 rolls a 07 (-10 for Aurin's BAR) for a total of -3 and fails. Goblin 2 rolls an 87 (-10) for a total of 77, and just barely fails. Both slump unconscious. The GM decides that Goblin 1 tumbles right off the ledge they were crouched on, while Goblin 2 slumps on the ledge, asleep.

Goblin 1 falls 30', taking a Medium Fall/Crush attack. GM rolls a 95. which results in a 16 B Krush. The GM then rolls an 82 on the B Krush chart. Goblin1 lands on his side on the rocks, breaking ribs, taking another +12 hits, and is Stunned and Unable to Parry for 2 rounds, and at -25 due to pain.

Goblin 1 has taken 28 hits of his total of 40, so he is also at -20 for having taken more than half of his hits. Stunned no Parry means -75 to all actions. The

modifiers come to a total of -120 to all actions. The damage does break Goblin 1 out of the Sleep spell. Goblin 1 last remembers sitting on a ledge, when his master shouted, and saw some humans coming into the pass... The next thing he remembers, he's laying on his side in a lot of pain. GM decides he needs an orientation to even figure out where he is or what's going on. The GM rolls a 36 for Goblin 1, and at -120, a result of -84 means Goblin 1 will take no actions for the remainder of the round, other than moaning.

Aurin has cast his spell, and depleted 75% of his activity, leaving him with 25%.

The Greater Orc cancels his attack on Athlon, and re-directs it on Aurin. (The mod causes him to loose initiative to Athlon.)

The Greater Orc has expended 10% activity in canceling his previous action, and has 90% activity left.

Athlon's player rolls a 39 on his short bow attack. His OB is 110 and the range is 35' (+0). Lesser Orc 1 has a DB of 30. The net roll is 129 (39 + 110 - 30). Lesser Orc 1 is AT 8, so the result is a 12 C Puncture. The arrow strikes the Lesser Orc 1 in the head but since he's wearing a helm he is not killed, and instead takes 6 more hits and is Down for 2 rounds.

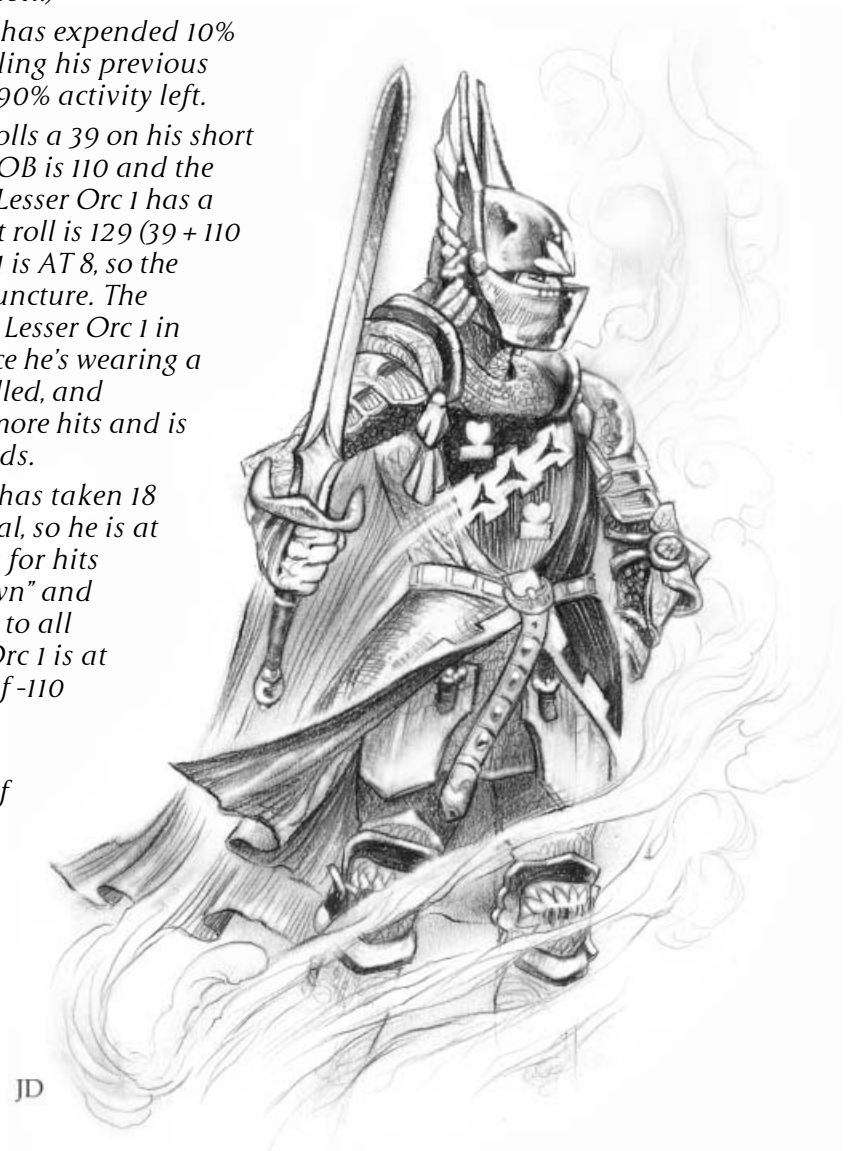
The Lesser Orc 1 has taken 18 hits of his 50 total, so he is at -10 to all actions for hits taken, he is "Down" and therefore at -100 to all actions. Lesser Orc 1 is at a total penalty of -110 to all actions.

Athlon has expended 50% of his activity, and has 30% left.

The Greater Orc Declares he will throw his spear (50% activity) at the nasty spell caster (Aurin), despite the extreme range.

The GM rolls a 99 for the Greater Orc's thrown spear attack, since this is above 95, he rolls again, getting a 51. The Greater Orc has an OB of 60, The Range is 50' (-30), and Aurin has 30 DB. The Net attack roll is 90 (99 + 51 - 30 - 30). A 90 on the spear chart for AT 1 means Aurin takes an 11 A Puncture. The GM rolls a 67 for the A puncture. The spear glances by the side of Aurin's neck, inflicting +5 more hits, and Stunning him for 3 rounds. Aurin cannot parry next round.

Aurin has Taken 16 of his 30 hits, and is at -20 to all actions due to hits taken. He is Stunned, so he is at -50 to all actions. His total modifiers are -70.



The Greater Orc has expended 50% activity, and has 40% left.

The GM informed everyone that the rough terrain limits movement. Any movement at Running or faster pace will require a Maneuver roll. Gauth's player decided he will run anyway, closing with the Orcs with his Broadsword ready. His movement rate in armor is 50', 100' running, he used 50% of his activity to run 50'. The GM has Gauth's player make a Hard Maneuver roll. He rolls a 94, Gauth's +20 agility modifier makes that a 104. Gauth successfully moves 70% of his 50' move, or 35'.

Lesser Orc 1 and Lesser Orc 2 decided to close also, at a walking pace. Their movement rate is 50'; they expend 30% action to move forward 15'.
Unfortunately for Lesser Orc 1, he's down before his activity came up for initiative and does nothing. Gauth and Lesser Orc 2 are in melee range of one another.

Gauth's player rolls a 41. He has 140 OB devoted to the attack, but he only used 50% activity (-50) in the attack because he had to run to reach melee. Lesser Orc 2 has 30 DB plus 10 DB parry. The net roll is 91 (41 + 90- 50 - 30 -10). The Lesser Orc 2 is wearing AT 8, so the result is an 11 A Krush. Gauth's player rolls a 15 and groans. Glancing blow, +3 hits and initiative next round.

Lesser Orc 2 has taken 14 hits of his 50 total, and is at -10 to all actions due to hits taken.

The GM rolls Lesser Orc 2's spear attack, and gets a 37. Lesser Orc 2 put 30 OB into the attack, but only acted with 70% activity (-30), he is also at -10 due to hits taken. Gauth's DB is 0, but he used 20 OB for parry. The net attack roll is 07 (37 + 30 - 30 -10 - 20). Gauth is wearing AT 16, this attack is a miss.

Gauth has expended 50% activity in moving and 50% activity in the attack, and has 0% remaining.

Lesser Orc 2 has expended 30% activity in moving and 70% activity in his attack, and has 0% remaining.

Aurin, Athlon, and the Greater Orc still have activity left.

Aurin expends his remaining 25% to take cover behind a rock.

Athlon begins reloading his Short bow, a 60% activity action that will carry over into the next round.

Greater Orc, with 40% activity left picks up another spear (20% - Draw Weapon) and looks for a target by making a Quick Perception Roll (10% activity). This leaves the Greater Orc with 10% activity remaining. The GM decides that the Greater Orc is just idle for that remaining activity percentage since he cannot declare another attack until the following round.

Upkeep Phase: *The GM rolls for goblin 1, getting an 80. At -120 that's a -40. Goblin 1 sits up on the rocks below the ledge, but continues to moan, confused as to how he got there.*

Goblin 1 has one round of Stunned no Parry wear off, with one more remaining.

Aurin had expended more than 50% of his activity before being stunned, so none wears off this round.

Lesser Orc 1 has one round of Down wear off, with one remaining.

Goblin 2 has one round of Sleep wear off.

Goblin 1 has 100% activity that is lost as "Moaning" time.

End of Round 1.

Aurin is hurting and out of the fight, but not dying. Athlon is ready to draw another arrow, and Gauth is in melee with Lesser Orc 2.

The Greater Orc is OK, and looking to throw another spear. Goblin 1 is moaning on the ground, seriously injured, Goblin 2 is sleeping. Lesser Orc 1 is down and hurt but alive, and Lesser Orc 2 is hurt but still in the Melee with Gauth.

Things seem to be turning in favor of the PCs, but you never know.

4.0 Maneuvering And Movement

Complete maneuvering guidelines can be found in *ChL* Section 10.5. In this section we present guidelines for moving maneuvers and how they apply to combat.

Assigning a Degree of Difficulty: When a combatant indicates that they wish to attempt a specific maneuver, the GM should assign a degree of difficulty and any special modifications they feel apply. The degree of difficulty is chosen from those listed across the top of the Maneuver/ Movement Table and listed below:

04-01 Degrees of Difficulty
Routine
Easy
Light
Medium
Hard
Very Hard
Extremely Hard
Sheer Folly
Absurd

If the combatant decides not to proceed with the maneuver, they may cancel their action as described in Section 3.3. Otherwise, the combatant makes a maneuver roll. After the maneuver roll is modified by applicable bonuses and penalties (see Table 04-02), the net maneuver roll is cross-indexed with the degree of difficulty on the Maneuver/Movement Table to obtain the result. It is included at the very end of this product for completeness.

> **Note:** *It is important to remember that the GM may deem certain maneuvers impossible. The player should be advised that such a maneuver is doomed to failure.*

Assigning Activity Percentage: If the maneuver is being performed in combat, the GM must assign an activity percentage to complete the maneuver; this may take the action into the next round. Some common maneuvers and actions are listed in the Tactical Section (Table 03-03) anything else must be assigned at the GMs discretion. Also Section 3.3 also includes guidelines for determining the activity percentage required for Simultaneous Actions.

Maneuver Roll: The outcome of an attempted maneuver is resolved by making a 1-100 open-ended roll (see Section 1.4 for a description of "rolls"). The result of this roll is the maneuver roll.

Maneuver Bonuses and Penalties: Maneuvers can be affected by various factors such as skills, armor and special equipment. Bonuses and penalties for these factors are outlined in Maneuver Modifications Table 04-02. The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

04-02 Maneuver Modifications Table

Effect	Category and Notes
-35 to +35	Applicable stat bonus (usually Agility).
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
- (variable)	Armor, see Table (03-01) for maneuver mod.
± (variable)	Applicable skill bonus (see CL).
± (variable)	Bonuses due to spells (see SL).
± (variable)	Unusual absurdities (determined by GM).
± (variable)	Miscellaneous (determined by GM).

Note: Modifications are cumulative unless noted otherwise.

Maneuver Results: The net maneuver roll is cross-indexed with the degree of difficulty on the Maneuver/Movement Table. The result is usually self-explanatory, but the GM can interpret a percentage result (i.e. a number) in several ways:

- In the case of an all-or-nothing maneuver (i.e. no partial success) a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds. Otherwise, the maneuver fails.
- If a maneuver can be partially successful, then the original percentage result is the degree of success.

Maneuver Procedure Summary

1) The character states the nature of their maneuver.
2) The GM assigns a degree of difficulty and any special modifications to the maneuver.
3) The character decides whether or not to cancel the maneuver.
4) If they decide not to cancel the maneuver, an open-ended maneuver roll is made.
5) All applicable modifications are made to the maneuver roll.
6) The net maneuver roll is cross-indexed with the degree of difficulty on the Maneuver/Movement Table.

Example: *Suppose a combatant attempts to leap 15' over a chasm 11' wide. The GM assigns the leap a degree of difficulty of "Medium." If the combatant does not cancel his maneuver, his roll will be modified by -10 for wearing a chain shirt (AT 13; see Table 02-01), by +25 for an excellent Agility, and by -10 for being wounded (over 25% of hits). He rolls a 91 for a net maneuver roll of 96 (91 -10 + 25 -10). Cross-indexing on the Maneuver/Movement Table, we get a result of "80". This means that the combatant has leaped 12' (15' x 80%) and therefore has crossed the chasm safely.*

If this maneuver had been to throw a rope around a rock on the other side of the chasm and the same result had been obtained, then a second dice roll would have been required. If the second roll (unmodified) was 80 or less, then the rope throw would be successful; otherwise, it would fail.

4.1 Movement

These movement guidelines can also be found in *ChL* Section 10.5.

This section deals with tactical movement (i.e. movement on a round by round basis) and the effects of carrying encumbering loads and the results of exertion and exposure to severe elements.

Movement Rate: A character's movement rate in a given round is based upon their Base Movement Rate (Base Rate), their Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by their Pace (and possibly modified by the result of a maneuver roll).

Movement Rate = (Base Movement Rate) x (Pace Multiplier) x (Maneuver Roll Result / 100)

The assumptions made for this movement system are: (1) a 100 Quickness for a 6' tall Common Man will result in a "world class" sprinter; and (2) the average character (Quickness 25-74) walks at 3.43 miles per hour.

Base Movement Rate: The Base Movement Rate for an average Common Man is 50'/ round. This can be modified for specific characters by a number of factors: the Quickness stat bonus, any race stat bonus modification, any armor Quickness penalty, a "stride" modification, and an encumbrance penalty. Each character should be able to calculate several standard Base Movement Rates for various situations (e.g. carrying all equipment, carrying weapons and armor only, having dropped backpack, etc.).

Quickness Stat Bonus: The chart below can be used for obtaining the Base Movement Rate due to stat alone. Simply use the character's Quickness stat; the resulting figure is the number of feet the character can move at a "walking pace" in a ten second battle round (assuming they are healthy, unencumbered, and have no armor maneuver penalty).

Note: *Some GM's may wish to use the average Quickness and Agility when using this chart (see ChL Option 26)*

04-03 Movement Rate Chart

Quickness	Quickness Stat Bonus	Base Movement Rate
102+	+35	85'
101	+30	80'
100	+25	75'
98-99	+20	70'
95-97	+15	65'
90-94	+10	60'
75-89	+5	55'
25-74	0	50'
10-24	-5	45'
5-9	-10	40'
3-4	-15	35'
2	-20	30'
1	-25	25'

Racial Quickness stat bonus modification: This modification is based upon a character's race (see *ChL* Section 4.2 and *ChL* Table 04-01) and is added directly to a character's Quickness stat bonus and thus directly to the character's Base Movement Rate.

Armor quickness penalty: This penalty can modify the Base Movement Rate, but only to the extent of canceling the Quickness stat bonus (and racial bonus). In other words, if only the Quickness stat bonus (and racial bonus) and the armor bonus penalty (see Table 02-01) are considered, the resulting Base Movement Rate can not fall below 50'/rnd. This factor may be partially cancelled by a character's Strength bonus (see Section 2.1). The Base Movement Rate can fall below 50 because of other factors such as stride, encumbrance, etc.

04-04 Stride Modification Chart

Height	Modification Due to Stride
7'10" - 8'3"	+20
7'4" - 7'9"	+15
6'10" - 7'3"	+10
6'4" - 6'9"	+5
5'10" - 6'3"	0
5'4" - 5'9"	-5
4'10" - 5'3"	-10
4'4" - 4'9"	-15
3'10" - 4'3"	-20
3'4" - 3'9"	-25
2'10" - 3'3"	-30
2'4" - 2'9"	-35
1'10' - 2'3"	-40

Stride Modification: The Base Movement Rate is also modified for a character's length of stride. This factor should be used whenever racial adjustments are employed, for shorter beings (e.g. Halflings) often have large Quickness bonuses and will move disproportionately fast considering their short strides. For purposes of this rule, simply note that the stride of the average 6' person is used as the norm: every 6" difference will result in an addition or subtraction of 5. One of the following stride modifications is added to the Base Movement Rate:

Encumbrance Penalty: A character's Base Movement Rate may be reduced due to the amount of weight they are carrying. This factor is discussed in the next section.

04-05 Pace Chart

Pace	Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 30 rnds
Fast Walk/Jog	1.5x	routine	1 every 6 rnds
Run	2x	easy	1 every 2 rnds
Sprint/Fast Run	3x	light	5/rnd
Fast Sprint	4x	medium	25/rnd
Dash	5x	hard	40/rnd

Pace

Each round a character must decide the Pace at which they wish to move. This Pace has three effects on actions during that round:

- Determines the movement rate (pace multiplier x Base Movement Rate)
- Determines the difficulty of any movement maneuver required
- Determines how many "exhaustion points" are expended (see below).

Encumbering loads and armor will prevent anyone from reaching certain speeds (regardless of their bonuses). A super character with racial modifiers of +25 bonuses for Quickness and Strength may move quite far walking even while burdened with armor and a heavy load. Nonetheless, they can not move at either a "Fast Sprint" or "Dash" rate (depending upon their armor). The following prohibitions apply:

04-06 Pace Limitations Chart

Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Dash
Armor Qu Penalties -16 to -45	Dash, Fast Sprint
Armor Qu Penalties -46 plus	Dash, Fast Sprint, Sprint
Up to 2x Weight Allowance	None
From 2x up to 4x Wt. Allowance	Dash
From 4x up to 6x Wt. Allowance	Dash, Fast Sprint
6x Wt. Allowance and up	Dash, Fast Sprint, Sprint

Movement Maneuvers

Use the Maneuver Table for movement under pressure. Where an individual or group is "under pressure" from attackers, the weather, or some other perceived threat – or time is a major factor – have them roll on the Maneuver/Movement Table. Simply determine the appropriate difficulty (from the Pace Chart, or by GM assignment); the result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

> **Example:** *Bandring is fleeing from the dreaded Malevolent Moose. He has a Base Movement Rate of 60' per rnd, he is running, and thus he would normally move 120' per round. Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/ Movement Table. Bandring knows the terrain, so the difficulty is "Easy" (see Pace Chart). Bandring rolls an adjusted D100 and the result is '100'. He moves the full 120 feet. Had he rolled lower and gotten a '50' result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.*

Encumbrance

The problems associated with wearing armor and other coverings ("non-dead" weight) are covered elsewhere (see the Maneuver/Movement Table and the Armor Table 02-01). Here we are dealing with "dead weight," that which one carries rather than wears. The encumbrance penalties discussed here apply to the Base Movement Rate (see Section 4.2).

Basically, each character has a "weight allowance" equal to 10% of their own weight. If they are carrying dead weight less than or equal to their weight allowance, they have no encumbrance penalty. A character's encumbrance penalty is based upon the number of increments of "weight allowance" that the dead weight consists of (see chart below). A character's Strength stat bonus may cancel some or their entire encumbrance penalty.

The following steps should be taken to calculate encumbrance penalties:

1) Calculate the normal body weight for the character.
2) Calculate the character's weight allowance (10% of their weight).
3) Determine how much "dead weight" (in pounds) the character is carrying; this is their "load."
4) Divide the load by the weight allowance.
5) Determine the encumbrance penalty using the chart below.

Strength Stat Bonus: Once a character has determined their encumbrance penalty, their Strength stat bonus may be used to cancel all or part of this penalty (see *ChL* Section 10.5, p. 142, *Encumbrance*). If their Strength stat bonus is greater than their encumbrance penalty, the difference may be used to cancel all or part of the character's armor Quickness penalty (see Table 02-01).

04-07 Encumbrance Chart

Number of weight allowance units in load		Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x and up		-120

Exhaustion

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason we include rules for exhaustion at this point. We also include provisions for exhaustion due to melee and bow fire.

Each person has a base number of exhaustion points equal to their Constitution stat. This is the number of points they can expend before they have to rest and/or recuperate, (e.g. when fully rested a character with a Constitution of 90 would have 90 exhaustion points). Characters that have used all of their exhaustion points are at -100 to all activities and must rest. Expended exhaustion points may be recovered at a rate of one per round rested.

Exhaustion due to Pace: Each round that a character moves they expend exhaustion points at a rate determined by their Pace. This rate ranges from 1 every 30 rounds for a Walking Pace to 40 per round for a Dash Pace. These rates are listed in the Pace Chart (Table 04-05). A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Example: *An unencumbered Bandring travels 50'per round (i.e. his Base Movement Rate is 50) when walking. His Constitution is 90 and he can walk for 2700 rounds (450 minutes) without a rest but he would be totally exhausted thereafter. If he were to sprint he could move at a rate of 150' per round; but he would exhaust his 90 exhaustion points in 18 rounds (3 minutes) at that pace (5/round x 18 rounds = 90). If Bandring were moving in a breastplate and with a 3x weight allowance load, his Base Movement Rate would be reduced to 20' per round and he would have to "Sprint" (and exhaust himself as indicated) in order to cover 60' per round.*

Exhaustion and Combat: When fighting, a character necessarily expends more energy than they would while walking. Thus, the following expenditures should apply.

Exhaustion Modifiers: The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g. one temperature mod, one terrain mod, one time without sleep mod.).

04-08 Combat Exhaustion Chart

Character's Situation	Exhaustion Pt. Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

Summary

Example: *Bandring is a High Man (race Quickness stat bonus of-5) with a Quickness of 90 (stat bonus of+10). He is 6'7" tall so his stride modification is +5. His weight is 220*

pounds and he is carrying 27 pounds of dead weight; thus his encumbrance penalty is -10, since 27 lb. is between 1x and 2x his weight allowance of 22 lb. (10% of his weight of 220). His Strength of 85 (bonus +5) plus his race St stat bonus (+10) will cancel this encumbrance penalty, but it will not add anything to the Base Maneuver Rate. Bandring wears AT 14 with a standard Quickness Penalty of -10. This armor penalty is reduced to -5, since 5 of this penalty is canceled by his Strength bonus of +15 and because his encumbrance penalty was only -10. His armor Qu penalty can never exceed -5 because his total Qu bonus is only +5.

So his Base Movement Rate is: 55 = 50 (standard movement rate) +10 (Qu stat bonus) -5 (race Qu stat bonus) + 5 (stride modification) -10 (encumbrance penalty) -10 (armor penalty) +5 (St stat bonus) +10 (race St stat bonus)

04-10 Base Movement Rate Chart
Base Movement Rate = 50 feet per round
+ Quickness stat bonus
+ race Quickness stat bonus
+ stride modification
+ encumbrance penalty
+ armor Qu penalty
+ Strength bonus (only cancels previous 2 modifiers)

Movement Process Summary

1) Determine current Base Movement Rate (see above).
2) Determine Pace (check restrictions).
3) Movement Rate / round = (Base Movement Rate) x (Pace multiplier).
4) If pressure situation, make a maneuver roll (see above).
5) Expend exhaustion points (see above).

04-09 Exhaustion Modifier Chart	
Factor	**Modification to Exhaustion Points Expended**
Temperature above 100° F	2x
Temperature above 120° F	4x
Temperature above 130° F	8x
Temperature below 20° F	2x
Temperature below -10	3x
Temperature below -30° F	5x
Temperature below -50° F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep	3x
Increase Mod. by 1 for each additional 5 hrs without sleep.	

5.0 Combat Resolution

A melee swing or missile attack is resolved by cross-indexing the net attack roll with the target's armor type (AT) on the correct Attack Table. The effects of Failures and Critical Strikes are found on the correct Fumble Table or the appropriate Critical Strike Table. In each fire phase, all attacks are treated as simultaneous. For melee, first determine the order in which the combatants will swing, and then resolve each attack in sequence, implementing the results immediately.

5.1 Resolving Attacks

Attack Declaration

All combatants should declare the target(s) of their attacks, and OB/DB splits for parrying. The PCs do this for their characters, while the GM does the same for all non-player controlled combatants. This is done before the players are informed of the initiative order, as they cannot be certain of the order in which attacks will resolve.

Once all declarations are made, the GM should then begin initiative determination.

Attack Resolution

A roll, modified by bonuses, resolves each attack. The net attack roll representing each swing/missile is the attack roll plus the Attacker's OB minus the Defender's DB. Referring to the Attack Table corresponding to the attacker's weapon or attack type, this result is cross-indexed with the Defender's armor type to arrive at the result of the swing/fire. The armor types are the numbers, 1-20 across the top and bottom of each attack table.

In certain cases where an attack is especially bad or good, another roll may be required to determine the results of a Fumble, Failure or Critical Strike.

The attack tables include 30 weapons and 13 animal, monster, and martial arts attack tables. Each one takes into account the capabilities of the weapon or attack type as well as the protective factor and mobility of the armor type.

The Attack Roll: Combatants make a swing/missile attack by rolling percentile dice (High open-ended, see Section 1.4). The result is the Attack Roll (AR) for that swing/missile.

Unmodified Roll Results: An Attack Roll of 01-10 may indicate an immediate effect, in which case, no modifications are applied.

- An unmodified roll of 01-02 for a natural attack or a martial arts attack indicates a "Fumble" (See "Fumbles", below). Such an attack has no effect on the defender or the attacker.
- If a weapon Attack Roll falls within the weapon's "Fumble Range," the attacker fumbles their weapon (See "Fumbles", below). These fumble ranges are printed on the appropriate weapon attack tables. Such an attack has no effect on the defender but may affect the attacker.

"96-100" Attack Roll: An Attack Roll is a "High open-ended roll", as outlined in Section 1.4, if the roll is between 96 and 100, a particularly effective attack has been made. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll; in this case it is the result of the Attack Roll.

> **Example:** *An initial Attack Roll is 98, so the dice are rolled again with a result of 99, thus the dice are rolled again with a result of 04. This Attack Roll is 98 + 99 + 04, for a total of 201.*

Option 12: Fully Open-ended Attack Rolls

An Attack Roll is normally a "High open-ended roll". This option makes it open-ended at the low end as well as the high end. This option increases the chances for combatants with very high OBs to miss attacks without having to fumble.

As outlined in Section 1.4, if such a roll is between 01 and 05, and is not a fumble, a particularly ineffective attack has been made. (If 01-05 is within the attack's fumble range then the attack is a fumble. Ignore this section and see Non-fumble/ Failure Results below instead.) The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll; in this case it is the result of the Attack Roll.

Net Attack Rolls at or below the fumble range are not fumbles, just low net rolls. (You can only fumble on the initial roll).

> **Example:** *An initial natural Attack Roll is 05, (not a 01-02 failure) so the dice are rolled again with a result of 99, thus the dice are rolled again with a result of 04. This Attack Roll is 05 - 99 - 04, for a total of -98.*

The Net Attack Roll: If the Attack Roll does not indicate a fumble or failure, the net attack roll is determined by adding the OB to the Attack Roll and subtracting the defender's DB.

Fumble Results

If a weapon attack results in a fumble, a roll must be made and cross-indexed on the Weapon Fumble Table with the column that applies to the weapon being used. The result is immediately applied to the attacker. If the fumbled attack is a natural, animal or martial arts attack, then use the proper column of the Non-Weapon Fumble Table that applies to the given type of attack.

> **Note:** *The Natural Attacks column is used for non-weapon, non-martial arts attacks by intelligent combatants, while the Animal Attacks column is for unintelligent combatants.*

> **Example:** *Coma the Half-Dwarven Fighter playfully swings his battle-axe at "his friend" Trevor. His attack roll is 04 and thus falls into the fumble range for a battle-axe (i.e. 01-05 – Coma fumbles his weapon. As Trevor begins to laugh, Coma makes a roll of 83 and cross-indexes it with the "Hand Arms (2-hand)" column on the Fumble Table. Coma juggles his weapon for 3 rounds and thus may not attack; he can still parry. If Trevor can stop laughing, he can attempt to fry the juggling Half-dwarf with his magic trident. If Coma's initial roll had been a 06 or better, he would not have fumbled and he would have resolved his attack normally.*

Non-Fumble Results

If an attack does not result in a fumble, the net attack roll is cross-indexed with the defender's armor type on the appropriate attack table. Treat net attack rolls greater than 150 as 150.

Example: *Mirage makes a net attack roll of 87 and has an OB of 100 with her composite bow. Her target has an AT of 15 and a DB of 30, so her net attack roll is 157. However, since this is greater than 150, it is treated as 150. Cross-indexing AT 15 with a net attack roll of 150, we get a result of "22EP".*

Note that each of the *Claw Law* Attack Tables has four "maximum result" thresholds. An attack's net attack roll cannot exceed the designated threshold; instead, the maximum allowed result is used as the net attack roll.

Example: *An animal makes a Medium Claw attack against AT13. The net attack roll is 132, but the threshold for Medium attacks is 120. Thus, the net attack roll used is 120, and the result is "13CP".*

A typical result from a weapon attack table will have three components, for example:

22 E P

The first component will be a number from 0 on up, which is the number of concussion hits delivered to the target. The second component is a letter describing the severity of a critical strike (no letter indicates that no critical strike was delivered). The third component is only present if the second component is present; it is a letter indicating the type of critical strike. In the example above, the target has taken 22 concussion hits and an 'E' severity, Puncture type critical. If the critical severity is given but not the critical type, the critical type is indicated on the appropriate attack table.

Note: *Krush type criticals are indicated by a 'K' result in order to distinguish them from 'C' level severity results.*

For some animal and martial arts attacks there is no third component. Instead, the critical type is the same for all results from a given attack table and is provided at the bottom of each table.

Option 13: Wrapping The Attack Charts

Attacks normally hit a maximum possible result at 150. Using this option, when the net attack roll is over 150, you subtract 150, and apply it again. Thus, a net attack roll of 212 would result in the 150 and the 62 (212-150=62) results on the attack chart. Concussion hits are added together, and if multiple criticals result, they are rolled separately.

If the net attack roll wraps the table again, repeat the process. Thus, a net attack roll of 696 would result in the 150 maximum being applied four times, plus the 96 results.

If the attack has a limit below 150, like a "Medium Claw" attack where the max threshold is 120, then the attack still wraps at intervals of 150. Thus a net attack roll of 382 for a "Medium Claw" attack would result in the 120 maximum being applied two times, plus the 82 results.

Concussion Hits

A number result from an attack indicates that the defender receives that many concussion hits.

Each combatant has a limited number of concussion hits (see *ChL* Section7.7). When the limit is exceeded, the combatant is rendered unconscious and can take no further action until they are back under the limit. Death may be caused if this limit is exceeded by a certain amount (see *ChL* Section 10.6).

Full injury, death and dying rules for *RM* can be found in *ChL* Section 10.6.

For games not using *ChL*, the point at which death occurs is proportional to the combatant's physical constitution, and depends on the system used in the game for deriving physical characteristics. The GM will have to decide on the point at which death results (e.g. 2 times the number of concussion hits causing unconsciousness could result in the victim's death, or, alternatively, the number of concussion hits causing unconsciousness added to the victim's Constitution on a 1-100 scale).

5.2 Critical Strikes

A result of a number followed by one or two letters indicates that the defender receives a number of concussion hits and a critical strike.

- The first letter (or the only letter) indicates the severity of the critical. The severity of a critical strike (or just critical) ranges from 'A' (least severe) to 'E' (most severe) with 'F' indicating multiple criticals as detailed on the individual animal attack tables.
- The second letter (if any) indicates the critical type. Criticals of this type are: Slash, Puncture, Krush, Grapple, Unbalance, and Tiny.
- If there is only one letter, the critical type is indicated on the appropriate attack table. Criticals of this type are: Martial Arts Striking, and Martial Arts Sweeps & Throws.
- When a critical is indicated, a second (1-100, not open-ended) roll is then made and the result is cross-indexed with the severity of the critical ('A', 'B', 'C', 'D', or 'E'). The critical table used corresponds to the critical type.
- Certain critical strikes have an 'F' severity, indicating two normal critical strikes should be applied to the target. A separate roll is made for each critical and all results are applied cumulatively. The type and severity of these criticals is provided at the bottom of the appropriate attack table.

Criticals Against Large And Super-Large Creatures

Certain creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. These creatures are separated into two categories:

- Large Creatures (Horses, Trolls, Giants, powerful Demons, and Undead, etc.).
- Super-Large Creatures (Large Whales, Dragons, very powerful Demons, etc.).

Each category has its own critical strike table that is consulted if a

sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

Large and Super Large creatures take concussion hit damage from the attack table regardless of the critical result.

Large Creature Critical Strikes

Only critical strikes of severity 'B', 'C', 'D', or 'E' affect large creatures (i.e. 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Large Creature Critical Strike Table. The result obtained is applied immediately.

Super-Large Creature Critical Strikes

Only critical strikes of severity 'D' or 'E' affect super-large creatures (i.e. 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Super-Large Creature Critical Strike Table. The result obtained is applied immediately.

Slaying Criticals

Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g. a Troll is vulnerable to a weapon of "Troll-slaying"). If a critical is obtained with such a weapon against a Large or Super-Large creature, the "Slaying" column on the appropriate table is used.

If a critical strike is obtained when using a weapon of slaying for a man-sized creature (e.g. an Orc-slaying sword used against an Orc), the normal critical is resolved and then a second critical is resolved on the slaying column of the Large Creature Critical Strike Table using the same roll.

> **Example:** *Delanie is playing Frostflower, who has a quarterstaff that is "Slaying vs. Demons". She finds herself face-to face with a truly ugly minor demon. Her normal attack delivers 14 concussion hits and an 'A' Krush critical. Delanie rolls for Frostflower's Krush critical and gets a 90! After resolving the normal critical, she also looks up 90 on the Slaying column of the Large Creature Critical Strike Table (resulting in the death of the demon and +15 to her next swing).*

Holy Criticals

Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g. most demons and undead are susceptible to "Holy") If a critical is obtained with such a weapon against a Large or Super-Large creature, the "Holy" column on the appropriate table is used.

Just like with "Slaying," if you are using a "Holy" weapon against a target that is susceptible to Holy attacks, but is not large or super-large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional critical. Cross-index the roll used to resolve the normal critical on the Holy Arms column of the Large Creature Critical Strike Table using the same roll.

Magic and Mithril Criticals

Magic and Mithril weapons only do extraordinary damage to Large and Super-Large creatures. Do not roll on the Large or Super-Large critical tables when using these types of weapons against normal opponents.

5.3 Critical Interpretations

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

> **Example:** *A target behind a low stone wall is hit by an arrow and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. If a critical strike calls for an unspecified limb to be broken, the GM should determine the limb affected, based on the circumstances, or randomly.*

Overall Guidelines

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain.
- Next swing/roll can refer to a missile attack, maneuver, and spell attack as well as to a melee attack.

- If a target takes a critical result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g. Mithril) or it is incredibly magical (i.e. an Artifact). In this case, if the GM allows it, the item may make a RR as described in *ChL* or *SL* to avoid destruction.

5.4 Critical & Fumble Results

Below we provide guidelines for specific criticals/fumbles.

+# Hits – (e.g. "+5 hits") This many hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are not increased (i.e. "multiplied") by strength factors (e.g. certain creatures do "3x" normal damage, a Strength spell on a character lets them deliver "2x" normal damage, etc).

 # Hits per round – (e.g. "+3 hits per round") Each upkeep phase after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding.

... At -# – (e.g. "Foe fights at -30)" All of the target's bonuses (except DB and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g. fighting, running, etc.).

Must parry # rounds – (e.g. "must parry 2 rounds") For this number (#) of rounds, the target may not attack; they may only parry with half of their OB, and the only other actions allowed are movement and maneuvers, both modified by -25.

Stunned # rounds – (e.g. "stunned 4 rounds") For this number (#) of rounds, the target may not attack, they may only parry with half of their Offensive Bonus (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -50.

Stunned and unable to parry # rounds (Stunned-No Parry) – (e.g. "stunned no parry 3 rounds") For this number (#) of

rounds, the target may not attack, they may not parry (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -75.

Down for # rounds – (e.g. "down 2 rounds") The target falls to the floor, and for this number (#) of rounds, the target may not attack or parry, the only actions allowed are movements or maneuvers, both modified by -100. If the result does not specify a number of rounds, then the target is down for one round.

Out for # rounds – (e.g. "out 12 rounds") The target falls to the floor, unconscious. They cannot act, and they loose all parry, movement or quickness related DB. They only gain DB from items or magical effects. They are considered "Helpless" for combat purposes. (see Section 5.5).

If the critical does not specify a number of rounds, then the combatant is unconscious until someone performs a successful Very Hard First Aid maneuver on them, or casts a spell (Like "awakening," see *SL*) on them, or the GM decides sufficient time has passed. If combat is still proceeding, the combatant will be at "Stunned No Parry" until the GM decides they recover their wits.

A combatant prematurely awakened using first aid (or magic) from an out result with an "X rounds" duration will be "Stunned No Parry" until those rounds wear off.

Knocked (back/left/right/etc) # feet - Target is knocked in the direction indicated by the critical (random if not indicated), and ends up at the destination on their feet or down, as indicated by the critical. (If not indicated, assume they are still standing, if they are still capable.)

Effects of Bleeding: Bleed and pain damage is expressed as #/round, meaning the target looses # concussion hits per round from bleeding, pain or other forms of continuing damage.

Hits per round can normally be stopped with a compress and bandage if the patient does not move at more than a walking pace for the next 8 hours (up to 1, 2, or 3 hits per round depending upon a maneuver roll). A tourniquet on a limb can stop 4 to 10 hits per round on a limb wound, but until the wound heals the tourniquet must be loosened once every 24 rounds and 3 hits per round taken for 5 rounds. (Full injury and healing rules can be found in *ChL* Section 10.7)

- Bleed damage is taken each round on Upkeep Phase.
- Some creatures, like certain constructs or undead, are immune to the effects of bleeding.

Effects of Must Parry: Being knocked off balance or out of position, either physically, or mentally, results in the target being unable to execute an attack. They can parry with half their OB, or perform a movement/maneuver at -25.

Note: *"Must Parry" results are not stun rounds.*

Option 14: "Must Parry" as Stun

Some GMs may wish to treat "Must Parry" results as stun rounds. If so, treat them as a weaker form of stun than "Stun" so that they take effect and wear off last. (Be aware that using this option makes creatures immune to stun more powerful.)

Effects of Stun Rounds: During play a combatant may be "stunned" for a number of rounds due to critical strikes (From least to worst, this includes four critical results; "Stunned", "Stunned No Parry", "Down" or "Out" rounds). All of these "stuns" due to multiple critical strikes accumulate. Normally the total number of rounds of "stuns" decreases by one each round, on upkeep phase with the most severe type of "stun" taking effect first, and wearing off first. Any stun rounds inflicted on an already stunned target add into the total. These additional rounds take effect and wear off in order of severity, not in the order in which they were inflicted. Only the worst penalty applies at any time, the penalties do not stack.

Example: *If Drog is struck for multiple criticals in one round, resulting in him being "Stunned" for 4 rounds, "Stunned No Parry" for 2 rounds, "Down" for 1 round, and "Out" for 4 rounds, he has 11 rounds of accumulated stun. Without some form of assistance, Drog*

will be "Out" for 4 rounds, then "Down" for 1 round, then "Stunned No Parry" for 2 rounds, then "Stunned" for 4 rounds, only on the 12th round will he shake off the effects and return to "Normal" status.

In the first round of being "Out" someone falls on Drog, resulting in a critical that inflicts 2 more rounds of "Stun No Parry", while one round of "Out" wears off. Drog now has 12 rounds of accumulated stun; 3 rounds "Out," 1 round "Down," 4 rounds "Stunned no Parry" and 4 rounds of "Stunned".

All stun takes effect immediately upon being inflicted. If a target takes a stun result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result, and one round wears off during the upkeep phase of that round. If the character has already used more than 50% of his activity for the round, then he is at -25 for the remainder of the round, and the stun does not actually take effect until the following round and they begin to wear off during the Upkeep of the round after the stun result was received.

Some creatures, like certain constructs or the undead, are immune to the effects of stun, ignoring it completely.

Option 15: Additional Effects of "Stun" Rounds

A combatant's total hit points are the number of hits they can take without becoming unconscious (see Section 5.5). A combatant will also lose consciousness if their total number of accumulated rounds of "stuns" exceeds:

ß = 5 + [the combatant's total hit points / 10] (round off)

If not unconscious due to some other cause, a combatant will regain consciousness when their total accumulated rounds of "stuns" become less than ß above.

Example: *Coma (often called the "Dwarven Punching Bag") "trips" and falls into an open pit. The fall does not hurt him, but the sudden stop on the solid rock at the bottom delivers two 'B' severity Krush criticals. In addition, the sharpened spikes someone carelessly left imbedded in the ground deliver five 'A' severity puncture criticals. Coma is lucky, the criticals do not do any significant damage (just a bunch of hits); however, the total number of stun rounds from the seven criticals is 17. Since Coma's can take 77 hits before passing out, he passes out if his stun round total exceeds 13 (= 5 + (77 / 10)) rounds of stun. Thus Coma is unconscious. If nothing else happens to him, he will regain consciousness in 4 rounds (17 -4= 13).*

Effects of Knock-back: Some results read "Send target flying 10 feet left/right," "Target thrown back 10'", or some similar text indicating they've been pushed, tossed or moved in some direction. The GM should randomly determine direction if not indicated, and resolve any issues that may arise from a "move" in that direction. Being knocked off a drop, into a fire, onto a spear rack, into a vat of acid, etc., can result in additional damage. This involuntary move may also place you unexpectedly into melee range of a foe.

Option 16: Knock-Back Damage

Beyond being thrown into an obvious peril per above, some GMs may wish to resolve possible collisions along the way. First, determine direction, and using the distance indicated by the critical, figure out what is in the way of the target's travel.

- If the target's knock-back takes them through empty space, then they are done taking damage for the round, and end the results phase standing or down in the new location (as indicated by the critical and their health status.)
- If the target passes into the space occupied by a soft object (Pile of hay, mound of pillows, hill of loose dirt, pile of manure, etc.) their movement ends with them embedded in the object. (The GM may require an Orientation and/or a maneuver to get back on their feet.)
- If the target passes into the space occupied by a hard object (pile of

barrels, stack of crates, hill of packed earth, etc.) then they will take a Bash attack of their own size (Medium for a human) with a bonus equal to the distance indicated on the critical. For example, if the critical says "Thrown 20 feet" then the bonus to the Bash attack is +20.

- If the target passes into the space occupied by a solid or immovable object (wall, pillar, building, tree, boulder, etc.) then they will take a Fall/Crush attack of a severity and bonus equal to the distance indicated on the critical. Thus, if the critical says "Thrown 20 feet" then it resolves as a Medium (11'-50') Fall/Crush attack with a +20 bonus.
- If the target passes into the space occupied by another combatant, then they each take a bash attack equal to the other's size. Thus, if a human strikes a human, both take Medium Bash attacks, but if a human is thrown into a troll, the human takes a Large Bash attack, while the troll takes a Medium Bash attack. The bonus to the attack is equal to the distance indicated on the critical. So, if the critical says "Thrown 20 feet" then the bonus is +20 for both attacks.

5.5 Attacks on Helpless, Unconscious or Sleeping Targets

There is no need to make an attack on a helpless foe–simply make a maneuver roll. The difficulty is based on the situation. For example, killing a sleeping knight wearing AT 20 with your bare hands might be an Absurd maneuver, while killing an unconscious, unarmored, tied prisoner with a dagger would be a Very Easy Maneuver. Failure only matters if the target might awaken and respond, (Like the sleeping knight), or if you fumble and injure yourself, otherwise you can just repeat the maneuver next round.

If a target has a conscious and mobile defender or is amidst an ongoing melee where you cannot casually strike them, so you must attack them as normally (with a "Helpless" bonuses etc.). They have 0 DB from quickness or parry, only gaining DB from items, cover or magic. A defender can choose to spend OB to parry to protect them.

5.6 Damage To Structures

AL does not have a fixed method for handling damage to structures. Most buildings are not susceptible to hand held weapons in the time frames possible in combat rounds. (So, if a player wants to tear down a brick building with just their war hammer, it is best to wait until non-combat time, and then just role play it out). For structures more on a human scale, it's best just to jury-rig something when you need it. For instance, we assign doors an AT of 20 (stone, metal, or metal reinforced) or AT 12 (wood) and a certain number of hits (50-1000) and have characters "attack" them normally. (More detailed rules on structural damage are covered in *Spell Law*.)

Length: —
Weight: —
Fumble Range: 01-01 UM

Range Modifiers: (OB Mod)

ALT-01
Armored Fist
One-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2AK	2AK	5CK	5EK	2CK	2CK	6DK	5EK	2EK	2EK	5EK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	**150**
149	2	2	5BK	5DK	2BK	2CK	5CK	5EK	2DK	2EK	5EK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	**149**
148	2	2	5AK	5CK	2AK	2BK	5CK	5DK	2CK	2DK	5DK	5EK	4EK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	**148**
147	2	2	5AK	5CK	2AK	2BK	5CK	5DK	2CK	2DK	5DK	5EK	4DK	4EK	7EK	9EK	4EK	7EK	8EK	10EK	**147**
146	2	2	5AK	5CK	2AK	2BK	5CK	5CK	2CK	2CK	5DK	5DK	4DK	4DK	7DK	9EK	4DK	7EK	8EK	10EK	**146**
145	2	2	5AK	5BK	2AK	2AK	5BK	5CK	2CK	2CK	5CK	5DK	4DK	4DK	7DK	9EK	4DK	7EK	8EK	10EK	**145**
144	2	2	5	5BK	2	2AK	5BK	5CK	2CK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4DK	7DK	8EK	10EK	**144**
143	2	2	5	5BK	2	2AK	5BK	5CK	2BK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4DK	7DK	8EK	10EK	**143**
142	2	2	5	5BK	2	2AK	5BK	5CK	2BK	2CK	5CK	5DK	4CK	4DK	7DK	9DK	4CK	7DK	8EK	9EK	**142**
141	2	2	5	5AK	2	2AK	5AK	5CK	2BK	2CK	5CK	5CK	4CK	4CK	7CK	8DK	4CK	7DK	8EK	9DK	**141**
140	2	2	5	5AK	2	2AK	5AK	5BK	2BK	2BK	5CK	5CK	4CK	4CK	7CK	8DK	4CK	7DK	8EK	9DK	**140**
139	2	2	5	5AK	2	2	5AK	5BK	2BK	2BK	5CK	5CK	4CK	4CK	7CK	8DK	4CK	6CK	7DK	9DK	**139**
138	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5CK	5CK	4CK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	**138**
137	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	5CK	4CK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	**137**
136	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	5CK	4BK	4CK	6CK	8CK	4CK	6CK	7DK	9DK	**136**
135	2	2	5	5AK	2	2	5AK	5BK	2AK	2BK	5BK	4CK	4BK	4CK	6CK	8CK	4BK	6CK	7DK	8CK	**135**
134	2	2	5	4	2	2	5	4AK	2AK	2BK	4BK	4CK	4BK	4CK	6CK	8CK	4BK	6CK	7DK	8CK	**134**
133	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4CK	4BK	4CK	6CK	7CK	4BK	6CK	7DK	8CK	**133**
132	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4CK	4BK	4BK	6BK	7CK	4BK	6BK	7CK	8CK	**132**
131	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4BK	4BK	4BK	6BK	7CK	3BK	6BK	7CK	8CK	**131**
130	2	2	4	4	2	2	4	4AK	2AK	2AK	4BK	4BK	4BK	4BK	6BK	7CK	3BK	6BK	7CK	8CK	**130**
129	2	2	4	4	2	2	4	4AK	2	2AK	4AK	4BK	4BK	4BK	6BK	7BK	3AK	5BK	6CK	8CK	**129**
128	2	2	4	4	2	2	4	4AK	2	2AK	4AK	4BK	4AK	3BK	6BK	7BK	3AK	5BK	6CK	7CK	**128**
127	2	2	4	4	2	2	4	4AK	2	2AK	4AK	4BK	3AK	3BK	6BK	7BK	3AK	5BK	6CK	7BK	**127**
126	2	2	4	4	2	2	4	4AK	2	2AK	4AK	4BK	3AK	3BK	5BK	7BK	3AK	5BK	6CK	7BK	**126**
125	2	2	4	4	2	2	4	4AK	2	2AK	4AK	4BK	3AK	3BK	5BK	7BK	3AK	5AK	6CK	7BK	**125**
124	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5BK	6BK	3AK	5AK	6CK	7BK	**124**
123	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5BK	6BK	3AK	5AK	6CK	7BK	**123**
122	2	2	4	4	2	2	4	4	2	2	4AK	4BK	3AK	3AK	5AK	6BK	3AK	5AK	6BK	7BK	**122**
121	2	2	4	4	2	2	4	4	2	2	4AK	3AK	3AK	3AK	5AK	6BK	3AK	5AK	6BK	6BK	**121**
120	2	2	4	4	2	2	4	4	2	2	4AK	3AK	3AK	3AK	5AK	6BK	3AK	4AK	6BK	6BK	**120**
119	2	2	4	3	2	2	4	3	2	2	3	3AK	3	3AK	5AK	6BK	3	4AK	5BK	6AK	**119**
118	2	2	4	3	2	2	4	3	2	2	3	3AK	3	3AK	5AK	6AK	3	4AK	5BK	6AK	**118**
117	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	5AK	6AK	3	4AK	5BK	6AK	**117**
116	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	5AK	5AK	3	4AK	5BK	6AK	**116**
115	2	2	3	3	2	2	3	3	2	2	3	3AK	3	3AK	4AK	5AK	3	4AK	5BK	6AK	**115**
114	2	2	3	3	2	2	3	3	2	1	3	3AK	3	3	4AK	5AK	3	4	5BK	5AK	**114**
113	2	2	3	3	2	2	3	3	2	1	3	3AK	3	3	4AK	5AK	3	4	5BK	5AK	**113**
112	2	2	3	3	2	2	3	3	2	1	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	**112**
111	2	2	3	3	2	2	3	3	2	1	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	**111**
110	2	2	3	3	2	2	3	3	2	1	3	3AK	3	3	4AK	5AK	2	4	5AK	5AK	**110**
109	2	2	3	3	2	2	3	3	1	1	3	3	3	3	4	5AK	2	3	4AK	5	**109**
108	2	2	3	3	2	2	3	3	1	1	3	3	3	3	4	5AK	2	3	4AK	5	**108**
107	2	2	3	3	2	1	3	3	1	1	3	2	3	2	4	4AK	2	3	4AK	4	**107**
106	2	2	3	3	2	1	3	3	1	1	3	2	3	2	4	4AK	2	3	4AK	4	**106**
105	2	2	3	3	2	1	3	3	1	1	3	2	3	2	4	4AK	2	3	4AK	4	**105**
104	2	1	3	2	1	1	3	2	1	1	2	2	2	2	4	4	2	3	4AK	4	**104**
103	2	1	3	2	1	1	3	2	1	1	2	2	2	2	3	4	2	3	4AK	4	**103**
102	2	1	3	2	1	1	3	2	1	1	2	2	2	2	3	4	2	3	4AK	4	**102**
101	2	1	2	2	1	1	2	2	1	1	2	2	2	2	3	4	2	3	4AK	4	**101**
100	2	1	2	2	1	1	2	2	1	1	2	2	2	2	3	4	2	3	4AK	3	**100**
99	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**99**
98	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**98**
97	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**97**
96	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**96**
95	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**95**
94	1	1	2	2	1	1	2	2	1	1	2	2	2	2	3	3	2	2	3	3	**94**
93	1	1	2	2	1	1	2	2	1	1	2	1	2	2	3	3	1	2	3	2	**93**
92	1	1	2	2	1	1	2	2	1	1	2	1	2	2	2	3	1	2	3	2	**92**
91	1	1	2	2	1	1	2	2	1	1	2	1	2	2	2	3	1	2	3	2	**91**
90	1	1	2	2	1	1	2	2	1	1	2	1	2	2	2	2	1	2	3	2	**90**
89	1	1	2	1	1	1	2	1	1	1	1	1	2	2	2	2	1	1	2	2	**89**
88	1	1	2	1	1	1	2	1	1	1	1	1	2	2	2	2	1	1	2	2	**88**
87	1	1	2	1	1	1	2	1	1	1	1	1	2	2	2	2	1	1	2	2	**87**
86	1	1	2	1	1	1	2	1	1	1	1	1	2	2	2	2	1	1	2	1	**86**
85	1	1	1	1	1	1	1	1	1	1	1	1	2	1	2	2	1	1	2	1	**85**
84	1	1	1	1	1	1	1	1	1	1	1	1	2	1	2	2	1	1	2	1	**84**
83	1	1	1	1	1	1	1	1	1	1	1	1	2	1	2	2	1	1	2	1	**83**
82	1	1	1	1	1	1	1	1	1	1	1	1	2	1	2	1	1	1	2	1	**82**
81	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	1	1	1	2	1	**81**
80	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	1	**80**
79	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	**79**
78	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	**78**
77	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	**77**
76	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	**76**
75	1	1	1	1	1	1	1	1	1	0	1	0	1	1	1	1	1	0	1	0	**75**
74	1	1	1	0	1	1	1	0	1	0	0	0	1	1	1	0	0	0	1	0	**74**
73	1	1	1	0	1	1	1	0	1	0	0	0	1	1	1	0	0	0	1	0	**73**
72	1	1	1	0	1	1	1	0	1	0	0	0	1	1	1	0	0	0	1	0	**72**
71	1	1	1	0	1	1	1	0	1	0	0	0	1	1	1	0	0	0	1	0	**71**
70	1	1	1	0	1	1	1	0	1	0	0	0	1	1	1	0	0	0	1	0	**70**
69	1	1	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	**69**
68	1	1	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	**68**
67	1	1	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	**67**
66	1	1	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	**66**
65	1	1	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	**65**
64	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	**64**
63	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	**63**
62	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	**62**
61	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	**61**
60	1	1	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	**60**
50-59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-59**
02-49	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**02-49**

Length: 2.5 – 4 feet
Weight: 3 – 4 pounds
Fumble Range: 01 – 05 UM

Range Modifiers: —

ALT-02

Battle Axe

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	**150**
149	19ES	21ES	23ES	25ES	33ES	33ES	36ES	36ES	34ES	36ES	40ES	40ES	34ES	34ES	39ES	42ES	38ES	41ES	44ES	46ES	**149**
148	19EK	21EK	23EK	25EK	33ES	33ES	36ES	36ES	34ES	36ES	39ES	40ES	34ES	34ES	39ES	42ES	37ES	40ES	44ES	45ES	**148**
147	19ES	21ES	23ES	25ES	33ES	32ES	35ES	35ES	33ES	35ES	39ES	39ES	33ES	33ES	38ES	41ES	37ES	40ES	43ES	45ES	**147**
146	19EK	21EK	23EK	24EK	32ES	32ES	35ES	35ES	33ES	35ES	38ES	39ES	33ES	33ES	38ES	41ES	36ES	39ES	43ES	44ES	**146**
145	19ES	21ES	22ES	24ES	32ES	32ES	35ES	34ES	33ES	34ES	38ES	38ES	33ES	33ES	37ES	40ES	36ES	39ES	42ES	44ES	**145**
144	19EK	20EK	22EK	24EK	32ES	31ES	34ES	34ES	32ES	34ES	37ES	38ES	32ES	32ES	37ES	40ES	35ES	38ES	42ES	43ES	**144**
143	18ES	20ES	22ES	24ES	31ES	31ES	34ES	34ES	32ES	33ES	37ES	37ES	32ES	32ES	37ES	39ES	34ES	38ES	41ES	42ES	**143**
142	18EK	20EK	22EK	23EK	31ES	31ES	33ES	33ES	31ES	33ES	36ES	37ES	32ES	32ES	36ES	39ES	34ES	37ES	41ES	42ES	**142**
141	18ES	20ES	21ES	23ES	31ES	30ES	33ES	33ES	31ES	32ES	36ES	36ES	31ES	31ES	36ES	38ES	33ES	36ES	40ES	41ES	**141**
140	18DK	20DK	21EK	23EK	30ES	30ES	33ES	32ES	31ES	32ES	35ES	36ES	31ES	31ES	35ES	38ES	33ES	36ES	40ES	41ES	**140**
139	18DS	19DS	21ES	22ES	30EK	30ES	32ES	32ES	30ES	31ES	35ES	35ES	31ES	31ES	35ES	37ES	32ES	35ES	39ES	40ES	**139**
138	18DK	19DK	21DK	22EK	30ES	29EK	32ES	31ES	30ES	31ES	34ES	35ES	30ES	30ES	34ES	37ES	32ES	35ES	39ES	39ES	**138**
137	17DS	19DS	20DS	22ES	29EK	29ES	31EK	31ES	29ES	30ES	34ES	34ES	30ES	30ES	34ES	36ES	31ES	34ES	38ES	39ES	**137**
136	17DK	19DK	20DK	22EK	29DS	29DK	31DS	31ES	29ES	30ES	33ES	34ES	30ES	29ES	34ES	36ES	30ES	34ES	38ES	38ES	**136**
135	17DS	19DS	20DS	21DS	29DK	28DS	31DK	30EK	29DS	29ES	33ES	33ES	29ES	29ES	33ES	36ES	30ES	33ES	37ES	38ES	**135**
134	17DK	18DK	20DK	21DK	28DS	28DK	30DS	30ES	28DS	29ES	32ES	33ES	29DS	29ES	33ES	35ES	29ES	32ES	37ES	37ES	**134**
133	17DS	18DS	19DS	21DS	28DK	28DS	30DK	29EK	28DS	28ES	32ES	32ES	29DS	28ES	32ES	35ES	29ES	32ES	36ES	37ES	**133**
132	17CK	18DK	19DK	21DK	28DS	27DK	29DS	29DS	27DS	28DS	31DS	32ES	28DS	28ES	32ES	34ES	28ES	31ES	36ES	36ES	**132**
131	16CS	18CS	19DS	20DS	27DK	27DS	29DK	28DK	27DS	27DS	31DS	31ES	28DS	28DS	31ES	34ES	28ES	31ES	35ES	35ES	**131**
130	16CK	18CK	19DK	20DK	27DS	27DK	29DS	28DS	27DS	27DS	30DS	31DS	28DS	27DS	31ES	33ES	27ES	30ES	35ES	35ES	**130**
129	16CS	17CS	19DS	20DS	27DK	26DS	28DK	28DK	26DS	26DS	30DS	30DS	27DS	27DS	31DS	33ES	26ES	30ES	34ES	34ES	**129**
128	16CK	17CK	18DK	19DK	26DS	26DK	28DS	27DS	26DS	26DS	29DS	30DS	27DS	27DS	30DS	32ES	26DS	29DS	34ES	34ES	**128**
127	16CS	17CS	18CS	19DS	26DK	26DS	27DK	27DK	25DS	25DS	29DS	29DS	27DS	26DS	30DS	32DS	25DS	29DS	33ES	33ES	**127**
126	16CK	17CK	18CK	19DK	26DS	25DK	27DS	26DS	25DS	25DS	28DS	29DS	26DS	26DS	29DS	31DS	25DS	28DS	33ES	32ES	**126**
125	16CS	17CS	18CS	19DS	25DK	25DS	27DK	26DK	25DK	25DS	28DS	28DS	26DS	26DS	29DS	31DS	24DS	27DS	32ES	32ES	**125**
124	15CK	16CK	17CK	18DK	25DS	25DK	26DS	26DS	24DS	24DS	27DS	28DS	26DS	25DS	28DS	30DS	24DS	27DS	32ES	31ES	**124**
123	15BS	16CS	17CS	18DS	25DK	24DS	26DK	25DK	24DK	24DS	27DS	28DS	25DS	25DS	28DS	30DS	23DS	26DS	32ES	31ES	**123**
122	15BK	16CK	17CK	18DK	24CS	24DK	25DS	25DS	23CS	23DK	26DS	27DS	25DS	24DS	28DS	30DS	22DS	26DS	31ES	30DS	**122**
121	15BS	16BS	17CS	18DS	24CK	24CS	25CK	24DK	23CK	23DS	26DK	27DS	25DS	24DS	27DS	29DS	22DS	25DS	31ES	30DS	**121**
120	15BK	16BK	16CK	17CK	24CS	23CK	25CS	24DS	23CS	22DK	25DS	26DS	24CS	24DS	27DS	29DS	21DS	25DS	30DS	29DS	**120**
119	15AS	15BS	16CS	17CS	23CK	23CS	24CK	23DK	22CK	22DS	25DK	26DK	24CS	23DS	26DS	28DS	21DS	24DS	30DS	28DS	**119**
118	14AK	15BK	16CK	17CK	23CS	22CK	24CS	23DS	22CS	21DK	24DS	25DS	24CS	23DS	26DS	28DS	20DS	23DS	29DS	28DS	**118**
117	14AS	15BS	16CS	16CS	23CK	22CS	23CK	23DK	21CK	21DS	24DK	25DK	23CS	23DS	25DS	27DS	20DS	23DS	29DS	27DS	**117**
116	14AK	15BK	15CK	16CK	22CS	22CK	23CS	22DS	21CS	20DK	23DS	24DS	23CS	22DS	25DS	27DS	19DS	22DS	28DS	27DS	**116**
115	14AS	15AS	15BS	16CS	22CK	21CS	23CK	22DK	21CK	20CS	23DK	24DK	23CS	22DS	25DS	26DS	18DS	22DS	28DS	26DS	**115**
114	14AK	15AK	15BK	16CK	22CS	21CK	22CS	21CS	20CS	19CK	22CS	23DS	22CS	22DS	24DS	26DS	18DS	21DS	27DS	25DS	**114**
113	14AS	14AS	15BS	15CS	21CK	21CS	22CK	21CK	20CK	19CS	22CK	23DK	22CS	21DS	24DS	25DS	17DS	21DS	27DS	25DS	**113**
112	13AK	14AK	15BK	15CK	21CS	20CK	21CS	20CS	19CS	18CK	21CS	22DS	22CS	21DS	23DS	25DS	15DS	20DS	26DS	24DS	**112**
111	13	14AS	14BS	15CS	21CK	20CS	21CK	20CK	19CK	18CS	21CK	22CK	21CS	21CS	23DS	24DS	16DS	19DS	26DS	24DS	**111**
110	13	14AK	14BK	15CK	20BS	20CK	21CS	20CS	19CS	17CK	20CS	21CS	21CS	20CS	22DS	24DS	16CS	19CS	25DS	23DS	**110**
109	13	14AS	14BS	14CS	20BK	19CS	20CK	19CK	18CK	17CS	20CK	21CK	21CS	20CS	22CS	23DS	15CS	18CS	25DS	23DS	**109**
108	13	13AK	14AK	14CK	20BS	19BK	20CS	19CS	18CS	16CK	19CS	20CS	20CS	19CS	22CS	23DS	14CS	18CS	24DS	22DS	**108**
107	13	13AS	13AS	14BS	19BK	19BS	19CK	18CK	18CK	16CS	19CK	20CK	20CK	19CS	21CS	23DS	14CS	17CS	24DS	21DS	**107**
106	12	13	13AK	13BK	19BS	18BK	19CS	18CS	17BS	15CK	18CS	19CS	20CS	19CS	21CS	22CS	13CS	17CS	23DS	21DS	**106**
105	12	13	13AS	13BS	19AK	18BS	19CK	18CK	17BK	15CS	18CK	19CK	19CK	18CS	20CS	22CS	13CS	16CS	23DS	20DS	**105**
104	12	13	13AK	13BK	18AS	18BK	18BS	17CS	16BS	14CK	17CS	18CS	19CS	18CK	20CS	21CS	12CS	16CS	22DS	20DS	**104**
103	12	12	12AS	13BS	18AK	17BS	18BK	17CK	16BK	14CS	17CK	18CK	19CK	18CS	19CS	21CS	12CS	15CS	22DS	19CS	**103**
102	12	12	12AK	12BK	18AS	17BK	17BS	16CS	16BS	14CK	16CS	17CS	18BS	17CK	19CK	20CK	11CK	14CK	21DS	18CS	**102**
101	12	12	12AS	12BS	17AK	17AS	17BK	16CK	15BK	13CS	16CK	17CK	18BK	17CK	19CS	20CS	10CS	14CS	21DS	18CS	**101**
100	12	12	12AK	12BK	17AS	16AK	17BS	15CS	15BS	13CK	15CS	16CS	18BS	17CK	18CK	19CK	10CK	13CK	20DS	17CS	**100**
99	11	12	11AS	12AS	17AK	16AS	16BK	15CK	14BK	12CS	15CK	16CK	17BK	16CS	18CS	19CS	9CS	13BS	20CS	17CK	**99**
98	11	11	11AK	11AK	17AS	16AK	16BS	15CS	14BS	12BK	14CS	15CS	17BS	16CK	17CK	18CK	9CK	12BK	20CS	16CS	**98**
97	11	11	11AS	11AS	16AK	15AS	15AK	14BK	14BK	11BS	14CK	15CK	17BK	16CS	17CS	18CS	8CS	12BS	19CS	16CK	**97**
96	11	11	11	11AK	16	15AK	15AS	14BS	13AS	11BK	13CS	15CS	16BS	15CK	16CK	17CK	8BK	11BK	19CS	15CS	**96**
95	11	11	10	10AS	16	15AS	15AK	13BK	13AK	10BS	13CK	14CK	16BK	15CS	16CS	17CS	7BS	10BS	18CS	14CK	**95**
94	11	11	10	10AK	15	14AK	14AS	13BS	12AS	10BK	12BS	14CS	16BS	14CK	16CK	17CK	6BK	10AK	18CS	14CS	**94**
93	10	10	10	10AS	15	14AS	14AK	12BK	12AK	9BS	12BK	13CK	15BK	14CS	15CS	16CS	6BS	9AS	17CS	13CK	**93**
92	10	10	10	10AK	15	14AK	13AS	12BS	12AS	9BK	11BS	13BS	15BS	14BK	15BK	16BK	5AK	9AK	17CS	13BS	**92**
91	10	10	10	9AS	14	13	13AK	12BK	11AK	8BS	11BK	12BK	15BK	13BS	14BS	15BS	5AS	8AS	16CK	12BK	**91**
90	10	10	9	9AK	14	13	13AS	11BS	11AS	8BK	10BS	12BS	14AS	13BK	14BK	16BK	4AK	8AK	16CS	11BS	**90**
89	0	10	9	9AS	14	13	12AK	11BK	10AK	7AS	10BK	11BK	14AK	13BS	13BS	14BS	0	7	15CK	11AK	**89**
88	10	9	9	9AK	13	12	12AS	10AS	10AS	7AK	9BS	11BS	14AS	12BK	13BK	14BK	0	0	15CS	10AS	**88**
87	9	9	9	8AS	13	12	11AK	10AK	10AK	6AS	9BK	10BK	13AK	12BS	13BS	13BS	0	0	14CK	10AK	**87**
86	9	9	8	8	13	11	11	10AS	9	6AK	8BS	10BS	13AS	12BK	12BK	13BK	0	0	14CS	9	**86**
85	9	9	8	8	12	11	11	9AK	9	5AS	8BK	9BK	13AK	11BS	12BS	12BS	0	0	13BK	0	**85**
84	9	9	8	7	12	11	10	9AS	8	5AK	7AS	9BS	12AS	11BK	11BK	12BK	0	0	13BS	0	**84**
83	9	8	8	7	12	10	10	8AK	8	4AS	7AK	8BK	12AK	11BS	11BS	11BS	0	0	12BK	0	**83**
82	9	8	7	7	11	10	9	8AS	8	4AK	6AS	8BS	12AS	10BK	10BK	11BK	0	0	12BS	0	**82**
81	9	8	7	7	11	10	9	7AK	7	3	6AK	7AK	11AK	10AS	10BS	11BS	0	0	11BK	0	**81**
80	8	8	7	6	11	9	9	7AS	7	3	5AS	7AS	11AS	9AK	10AK	10AK	0	0	11BS	0	**80**
79	8	8	6	6	10	9	8	7AK	6	0	5AK	6AK	11AK	9AS	9AS	10AS	0	0	10AK	0	**79**
78	8	8	6	6	10	9	8	6AS	6	0	4AS	6AS	10	9AK	9AK	9AK	0	0	10AS	0	**78**
77	8	7	6	6	10	8	7	6AK	6	0	4AK	5AK	10	8AS	8AS	9AS	0	0	9AK	0	**77**
76	8	7	6	5	9	8	7	5	5	0	3	5AS	10	8AK	8AK	8AK	0	0	9	0	**76**
75	8	7	6	5	9	8	7	5	5	0	3	4AK	9	8AS	7AS	8AS	0	0	0	0	**75**
74	7	7	6	5	9	7	6	4	4	0	0	4AS	9	7AK	7AK	7AK	0	0	0	0	**74**
73	7	7	5	4	8	7	6	4	4	0	0	3AK	9	7	7AS	7AS	0	0	0	0	**73**
72	7	6	5	4	8	7	5	4	4	0	0	3	8	7	6AK	6AK	0	0	0	0	**72**
71	7	6	5	4	8	6	5	3	3	0	0	0	8	6	6AS	6AS	0	0	0	0	**71**
70	7	6	5	4	7	6	5	3	3	0	0	0	8	6	5AK	5AK	0	0	0	0	**70**
69	7	6	4	3	7	6	4	2	0	0	0	0	7	6	5	5	0	0	0	0	**69**
68	6	6	4	3	7	5	4	2	0	0	0	0	7	5	0	0	0	0	0	0	**68**
66-67	6	5	4	3	6	5	3	0	0	0	0	0	7	5	0	0	0	0	0	0	**66-67**
62-65	6	5	3	2	5	4	2	0	0	0	0	0	6	0	0	0	0	0	0	0	**62-65**
58-61	5	4	2	0	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**58-61**
56-57	5	3	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**56-57**
53-55	4	3	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**53-55**
50-52	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-52**
48-49	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**48-49**
44-47	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**44-47**
38-43	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**38-43**
06-37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-37**

Length: 3 – 6 feet
Weight: 1 – 2 pounds
Fumble Range: 01 – 07 UM

Range Modifiers: 1' – 50': +0
51' – 100': -20
101' – 150': -40

ALT-03
Bola
Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8CK	10CK	12EK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**150**
149	8CG	10CG	12DG	14EG	15EG	15EG	18EG	18EG	16EG	18EG	22EG	22EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**149**
148	8BK	10CK	12DK	14EK	15EK	15EK	18EK	18EK	16EK	18EK	22EK	22EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**148**
147	8BG	10BG	12CG	14DG	15DG	15DG	18DG	18EG	16EG	18EG	22EG	22EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**147**
146	8BK	10BK	12CK	14DK	15DK	15DK	18DK	18EK	16EK	18EK	21EK	21EK	10EK	10EK	15EK	18EK	12EK	15EK	18EK	20EK	**146**
145	8AG	10BG	12CG	14DG	15DG	15DG	18DG	17EG	16DG	17EG	21EG	21EG	10EG	10EG	15EG	18EG	12EG	15EG	18EG	20EG	**145**
144	8AK	10BK	12CK	14DK	15DK	15DK	17DK	17EK	15DK	17EK	21EK	21EK	10EK	10EK	15EK	17EK	12EK	15EK	18EK	19EK	**144**
143	8AG	10AG	12CG	13DG	14DG	14DG	17DG	17DG	15DG	17DG	21DG	21EG	10EG	10EG	15EG	17EG	12EG	14EG	18EG	19EG	**143**
142	8AK	10AK	12BK	13CK	14CK	14DK	17DK	17DK	15DK	17DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	**142**
141	8AK	10AG	11BG	13CG	14CG	14CG	17CG	17DG	15DG	16DG	20DG	20EG	10EG	10EG	14EG	17EG	11EG	14EG	17EG	19EG	**141**
140	8	10AK	11BK	13CK	14CK	14CK	17CK	16DK	15DK	16DK	20DK	20EK	10EK	10EK	14EK	17EK	11EK	14EK	17EK	19EK	**140**
139	8	9AG	11BG	13CG	14CG	14CG	16CG	16DG	15CG	16DG	20DG	19DG	10DG	10EG	14EG	17EG	11EG	14EG	17EG	18EG	**139**
138	8	9AK	11BK	13CK	14CK	14CK	16CK	16DK	14CK	16DK	19DK	19DK	10DK	10EK	14EK	16EK	11EK	14EK	17EK	18EK	**138**
137	8	9AG	11BG	13CG	14CG	13CG	16CG	16DG	14CG	16DG	19DG	19DG	10DG	9DG	14EG	16EG	11EG	14EG	17EG	18EG	**137**
136	8	9AK	11AK	12BK	13BK	13CK	16CK	16DK	14CK	15DK	19DK	19DK	9DK	9DK	14EK	16EK	11EK	13EK	17EK	18EK	**136**
135	7	9	11AG	12BG	13BG	13CG	16CG	15DG	14CG	15CG	19DG	18DG	9DG	9DG	13DG	16EG	10DG	13EG	16EG	18EG	**135**
134	7	9	11AK	12BK	13BK	13BK	15CK	15DK	14CK	15CK	18DK	18DK	9DK	9DK	13DK	16EK	10DK	13EK	16EK	18EK	**134**
133	7	9	10AG	12BG	13BG	13BG	15CG	15CK	13CG	15CG	18CG	18DG	9DG	9DG	13DG	16EG	10DG	13EG	16EG	17EG	**133**
132	7	9	10AK	12BK	13BK	13BK	15CK	15CK	13CK	14CK	18CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	**132**
131	7	9	10AG	12BG	13BG	13BG	15CG	15CG	13CG	14CG	18CG	17DG	9DG	9DG	13DG	15DG	10DG	13DG	16EG	17EG	**131**
130	7	9	10AK	12BK	13AK	12BK	15BK	14CK	13CK	14CK	17CK	17DK	9DK	9DK	13DK	15DK	10DK	13DK	16EK	17EK	**130**
129	7	9	10AG	11BG	12AG	12BG	14BG	14CG	13CG	14CG	17CG	17DG	9CG	9DG	13DG	15DG	10DG	12DG	16EG	17EG	**129**
128	7	8	10AK	11AK	12AK	12BK	14BK	14CK	13CK	14CK	17CK	16DK	9CK	9DK	13DK	15DK	10DK	12DK	16EK	16EK	**128**
127	7	8	10AG	11AG	12AG	12BG	14BG	14CG	12BG	13CG	16CG	16DG	9CG	9DG	12DG	14DG	9DG	12DG	15EG	16EG	**127**
126	7	8	10AK	11AK	12AK	12AK	14BK	14CK	12BK	13CK	16CK	16CK	9CK	9DK	12DK	14DK	9DK	12DK	15EK	16DK	**126**
125	7	8	9	11AG	12AG	12AG	14BG	13CG	12BG	13CG	16CG	15CG	9CG	9DG	12DG	14DG	9DG	12DG	15EG	16DG	**125**
124	7	8	9	11AK	12AK	11AK	13BK	13CK	12BK	13CK	16CK	15CK	9CK	8DK	12DK	14DK	9DK	12DK	15DK	16DK	**124**
123	7	8	9	10AG	12AG	11AK	13BG	13BG	12BG	12DG	15CG	15CG	8CG	8DG	12DG	14DG	9DG	12DG	15DG	16DG	**123**
122	7	8	9	10AK	11AK	11AG	13AK	13BK	12BK	12BK	15CK	15CK	8CK	8CK	12DK	14DK	9CK	11DK	15DK	15DK	**122**
121	7	8	9	10AG	11AG	11AK	13AG	12BG	11BG	12BG	15CG	14CG	8CG	8CG	12DG	13DG	9CG	11DG	14DG	15DG	**121**
120	6	8	9	10AK	11AK	11AG	13AK	12BK	11BK	12BK	15CK	14CK	8CK	8CK	11CK	13DK	8CK	11DK	14DK	15DK	**120**
119	6	7	9	10AG	11	11AK	12AG	12BG	11BG	11BG	14CG	14CG	8CG	8CG	11CG	13DG	8CG	11DG	14DG	15DG	**119**
118	6	7	8	10AK	11	11AG	12AK	12BK	11BK	11BK	14BK	14CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	15DK	**118**
117	6	7	8	10AG	11	10AK	12AG	12BG	11BG	11BG	14BG	13CG	8CG	8CG	11CG	13DG	8CG	11CG	14DG	14DG	**117**
116	6	7	8	9AK	10	10AK	12AK	11BK	10BK	11BK	14BK	13CK	8CK	8CK	11CK	13DK	8CK	11CK	14DK	14DK	**116**
115	6	7	8	9	10	10AK	12AG	11BG	10AG	11BG	13BG	13CG	8BG	8CG	11CG	12DG	8CG	10CG	14DG	14DG	**115**
114	6	7	8	9	10	10	11AK	11BK	10AK	10BK	13BK	12CK	8BK	8CK	11CK	12CK	8CK	10CK	14DK	14DK	**114**
113	6	7	8	9	10	10	11AG	11AG	10AG	10BG	13BG	12CG	8BG	8CG	11CG	12CG	8CG	10CG	13DG	14DG	**113**
112	6	7	8	9	10	10	11AK	11AK	10AK	10BK	13BK	12CK	8BK	8CK	10CK	12CK	7BK	10CK	13DK	14DK	**112**
111	6	7	8	9	10	9	11AG	10AG	10AG	10AG	12BG	12CG	8BG	7CG	10CG	12CG	7BG	10CG	13DG	13DG	**111**
110	6	7	8	9	10	9	11AK	10AK	9AK	9AK	12BK	11BK	8BK	7CK	10CK	12CK	7BK	10CK	13DK	13DK	**110**
109	6	7	8	8	9	9	10	10AG	9AG	9AG	12BG	11BG	7BG	7CG	10CG	11CG	7BG	10BG	13DG	13CG	**109**
108	6	7	7	8	9	9	10	10AK	9AK	9AK	11BK	11BK	7BK	7CK	10CK	11CK	7AK	9BK	13DK	13CK	**108**
107	6	7	7	8	9	9	10	10AG	9AG	9AG	11BG	10BG	7BG	7BG	10CG	11CG	7AG	9BG	13DG	13CG	**107**
106	6	6	7	8	9	9	10	9AK	9AK	9AK	11AK	10BK	7BK	7BK	10BK	11CK	7AK	9BK	12CK	12CK	**106**
105	5	6	7	8	9	9	10	9AG	9AG	8AG	11AG	10BG	7BG	7BG	9BG	11CG	6AG	9BG	12CG	12CG	**105**
104	5	6	7	8	9	8	9	9AK	8	8AK	10AK	10BK	7AK	7BK	9BK	10CK	6	9AK	12CK	12CK	**104**
103	5	6	7	7	9	8	9	9AG	8	8AG	10AG	9BG	7AG	7BG	9BG	10BG	6	9AG	12CG	12CG	**103**
102	5	6	7	7	9	8	9	9AK	8	8AK	10AK	9BK	7AK	7BK	9BK	10BK	6	9AK	12CK	12CK	**102**
101	5	6	7	7	8	8	9	8AG	8	7AG	10AG	9BG	7AG	7BG	9BG	10BG	6	8AG	12CG	12BG	**101**
100	5	6	6	7	8	8	9	8AK	8	7AK	9AK	8BK	7AK	7BK	9BK	10BK	6	8AK	12CK	11BK	**100**
99	5	6	6	7	8	8	9	8	7	7	9AG	8BG	7AG	6BG	9BG	10BG	6	8	11CG	11BG	**99**
98	5	6	6	7	8	7	8	8	7	7	9AK	8BK	7AK	6BK	9BK	9BK	6	8	11CK	11BK	**98**
97	5	8	6	7	8	7	8	8	7	6	9AG	8BG	7AG	6AG	8BG	9BG	5	8	11CG	11AG	**97**
96	5	6	6	6	8	7	8	7	7	6	8AK	7AK	6AK	6AK	8BK	9BK	5	8	11CK	11AK	**96**
95	5	5	6	6	7	7	8	7	7	6	8AG	7AG	6AG	6AG	8BG	9BG	5	8	11BG	10AG	**95**
94	5	5	6	6	7	7	8	7	7	6	8	7AK	6	6AK	8AK	9BK	5	7	11BK	10	**94**
93	5	5	6	6	7	7	7	7	6	6	8	7AG	6	6AG	8AG	9BG	5	7	11BG	10	**93**
92	5	5	5	6	7	7	7	6	6	5	7	6AK	6	6AK	8AK	8BK	5	7	10BK	10	**92**
91	5	5	5	6	7	6	7	6	6	5	7	6AG	6	6AG	8AG	8AG	5	7	10BG	10	**91**
90	4	5	5	6	7	6	7	6	6	5	7	6AK	6	6AK	7AK	8AK	4	7	10BK	10	**90**
89	4	5	5	5	7	6	7	6	6	5	6	5AG	6	6	7AG	8AG	4	7	10AG	9	**89**
88	4	5	5	5	6	6	6	6	6	4	6	5AK	6	6	7AK	8AK	4	7	10AK	9	**88**
87	4	5	5	5	6	6	6	5	5	4	6	5AG	6	6	7AG	8AG	4	6	10AG	9	**87**
86	4	5	5	5	6	6	6	5	5	4	6	5AK	6	5	7AK	7AK	4	6	10AK	9	**86**
85	4	5	5	5	6	5	6	5	5	4	5	4AG	6	5	7AG	7AG	4	6	10AG	9	**85**
84	4	4	4	5	6	5	6	5	5	4	5	4	6	5	7	7AK	4	6	9	8	**84**
83	4	4	4	5	6	5	5	5	5	3	5	4	5	5	7	7AG	4	6	9	8	**83**
82	4	4	4	4	5	5	5	4	4	3	5	3	5	5	6	7AK	3	6	9	8	**82**
81	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6AG	3	6	9	8	**81**
80	4	4	4	4	5	5	5	4	4	3	4	3	5	5	6	6AK	3	5	9	8	**80**
79	4	4	4	4	5	5	5	4	4	2	4	3	5	5	6	6	3	5	9	8	**79**
78	4	4	4	4	5	4	4	4	4	2	4	2	5	5	6	6	3	5	9	7	**78**
77	4	4	4	4	5	4	4	3	4	2	3	2	5	5	6	6	3	5	8	7	**77**
76	4	4	4	3	5	4	4	3	3	2	3	2	5	5	6	6	3	5	8	7	**76**
75	3	4	3	3	4	4	4	3	3	0	3	0	5	5	5	5	2	5	8	7	**75**
74	3	4	3	3	4	4	4	3	3	0	3	0	5	5	5	5	2	5	8	7	**74**
73	3	3	3	3	4	4	3	3	3	0	2	0	5	4	5	5	2	0	8	0	**73**
72	3	3	3	3	4	3	3	2	3	0	2	0	5	4	5	5	2	0	8	0	**72**
71	3	3	3	3	4	3	3	2	3	0	2	0	5	4	5	5	2	0	8	0	**71**
70	3	3	3	3	4	3	3	2	2	0	0	0	5	4	5	5	2	0	7	0	**70**
68-69	3	3	3	2	4	3	3	2	2	0	0	0	4	4	5	4	2	0	7	0	**68-69**
64-67	3	3	2	2	3	3	2	1	2	0	0	0	4	4	4	4	0	0	7	0	**64-67**
61-63	3	2	2	2	3	2	1	0	0	0	0	0	4	4	4	3	0	0	0	0	**61-63**
59-60	2	2	2	1	2	2	1	0	0	0	0	0	4	3	3	3	0	0	0	0	**59-60**
57-58	2	2	1	1	2	1	0	0	0	0	0	0	4	3	3	0	0	0	0	0	**57-58**
54-56	2	2	1	0	2	1	0	0	0	0	0	0	3	3	3	0	0	0	0	0	**54-56**
51-53	2	2	1	0	1	0	0	0	0	0	0	0	3	3	0	0	0	0	0	0	**51-53**
48-50	2	1	0	0	1	0	0	0	0	0	0	0	3	3	0	0	0	0	0	0	**48-50**
45-47	2	1	0	0	0	0	0	0	0	0	0	0	3	0	0	0	0	0	0	0	**45-47**
42-44	1	1	0	0	0	0	0	0	0	0	0	0	3	0	0	0	0	0	0	0	**42-44**
32-41	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**32-41**
08-31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**08-31**

Length: 2.5 – 3 feet
Weight: 3 – 5 pounds
Fumble Range: 01 – 03 UM

Range Modifiers: —

ALT -04

Broadsword

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8EK	10EK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**150**
149	8EK	10EK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**149**
148	8DK	10DK	12EK	14ES	15EK	15EK	18EK	18EP	16EK	18EK	22ES	22ES	20EP	20EP	25ES	28ES	22ES	25ES	28ES	30ES	**148**
147	8DK	10DK	12EK	14EK	15EK	15EK	18EK	18ES	16EK	18EK	22ES	22ES	20EK	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**147**
146	8CK	10CK	12DK	14ES	15EK	15EK	18EK	18EP	16EK	18EK	22ES	22ES	20EP	20EP	25ES	28ES	22ES	25ES	28ES	30ES	**146**
145	8CK	10CK	12DK	14EK	15DK	15DK	18EK	18ES	16EK	18EK	22ES	21ES	20EK	20ES	25ES	27ES	21ES	24ES	27ES	29ES	**145**
144	8CK	10CK	12DS	14ES	15DK	15DK	18DK	18EP	16EK	17EK	21ES	21ES	20EP	20EP	24EP	27ES	21ES	24ES	27ES	29ES	**144**
143	8CK	10CK	12DP	14EP	15DK	15DK	17DS	17EK	16EK	17EK	21ES	21ES	19EK	19EK	24ES	27ES	21ES	24ES	27ES	29ES	**143**
142	8CK	10CK	12DK	13DK	15DK	14DK	17DP	17ES	15DK	17EK	21ES	21ES	19EP	19ES	24EP	26ES	21ES	24ES	27ES	28ES	**142**
141	8BK	10CK	12CS	13DS	14DK	14DK	17DK	17EP	15DK	17EK	21ES	20ES	19EK	19EP	24ES	26ES	20ES	23ES	26ES	28ES	**141**
140	8BK	10BK	11CP	13DP	14DK	14DK	17DS	17DK	15DK	17EK	20ES	20EP	19ES	19EK	23EP	26ES	20ES	23ES	26ES	28ES	**140**
139	8BK	10BK	11CK	13DK	14DK	14DK	17DP	17DS	15DK	16DK	20DS	20ES	19EP	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**139**
138	8BK	10BK	11CS	13DS	14CK	14DK	16DK	16DP	15DK	16DK	20DP	20EP	19DK	19EP	23EP	25ES	20ES	22ES	26ES	27ES	**138**
137	8BK	9BK	11CP	13DP	14CK	14CK	16DS	16DK	15DK	16DK	20DS	19ES	18DS	18EK	23ES	25ES	19ES	22ES	25ES	27ES	**137**
136	8BK	9BK	11CK	13DK	14CK	14CK	16DP	16DS	14DK	16DK	19DP	19EP	18DP	18ES	22EP	25ES	19ES	22ES	25ES	26ES	**136**
135	8BK	9BK	11CS	12DS	14CK	13CK	16CK	16DP	14DK	16DK	19DS	19DS	18DK	18DP	22ES	24ES	19ES	22ES	25ES	26ES	**135**
134	8AK	9BK	11CP	12DP	13CK	13CK	16CS	16DK	14CK	15DK	19DP	19DP	18DS	18DK	22EP	24ES	19ES	21ES	25ES	26ES	**134**
133	7AK	9BK	11BK	12DK	13CK	13CK	15CP	15DS	14CK	15DS	19DS	18DS	18DP	18DS	22DS	24ES	18ES	21ES	24ES	25ES	**133**
132	7AK	9AP	10BS	12CS	13CK	13CP	15CK	15DP	14CK	15DP	18DS	18DP	18DK	17DP	21DP	24ES	18ES	21ES	24ES	25ES	**132**
131	7AK	9AK	10BP	12CP	13BK	13CK	15CS	15DK	14CK	15DK	18DP	18DS	17DS	17DK	21DS	23ES	18DS	20ES	24ES	25ES	**131**
130	7AK	9AP	10BK	12CK	13BK	13CP	15CP	15DS	13CK	15DS	18DK	18DP	17DP	17DS	21DP	23DS	17DS	20ES	24ES	24ES	**130**
129	7AK	9AK	10BS	12CS	13BK	13BK	15CK	15DP	13CK	14DP	18DS	17DS	17DK	17DP	21DK	23DS	17DS	20ES	23ES	24ES	**129**
128	7AP	9AS	10BP	11CP	13BK	12BP	15CS	14DK	13CK	14DK	17DP	17DP	17DS	17DK	20DS	22DS	17DS	20DS	23ES	24ES	**128**
127	7AK	9AP	10BK	11CK	12BK	12BK	14CP	14CS	13CK	14CS	17DK	17DS	17CP	17DS	20DP	22DS	17DK	19DS	23ES	23ES	**127**
126	7AS	8AK	10BS	11CS	12BK	12BP	14CK	14CP	13CS	14CP	17DS	17DP	17CK	16DP	20DK	22DS	16DS	19DS	23EK	23EK	**126**
125	7AP	8AS	10BP	11CP	12BK	12BK	14CS	14CK	13CP	13CK	17CP	16DS	16CS	16DK	20DS	22DS	16DP	19DS	22ES	23ES	**125**
124	7AK	8AP	10BK	11CK	12BP	12BP	14CP	14CS	12CK	13CS	16CK	16DP	16CP	16DS	19DP	21DS	16DK	18DS	22EK	22ES	**124**
123	7	8AK	9AS	11BS	12BK	12BK	14CK	13CP	12CS	13CP	16CS	16DS	16CK	16DP	19DK	21DS	16DS	18DS	22ES	22ES	**123**
122	7	8AS	9AP	11BP	12AP	11BS	13CS	13CK	12CP	13CK	16CP	15DP	16CS	16DK	19DS	21DS	15DP	18DS	21EK	22ES	**122**
121	7	8AP	9AK	10BK	12AK	11BP	13BP	13CS	12CK	13CS	15CK	15DS	16CP	16DS	19DP	20DS	15DK	18DP	21ES	21ES	**121**
120	7	8AK	9AS	10BS	11AS	11BK	13BK	13CP	12BS	12CP	15CS	15DP	16CK	15DP	18DK	20DS	15DS	17DS	21EK	21DS	**120**
119	7	8AS	9AP	10BP	11AP	11BS	13BS	13CK	12BP	12CK	15CP	15DK	15CS	15DK	18DS	20DS	15DP	17DP	21DS	21DS	**119**
118	6	8	9AK	10BK	11AK	11AP	13BP	12CS	11BK	12CS	15CK	14CS	15CP	15CS	18DP	19DS	14DK	17DS	20DP	20DS	**118**
117	6	8	9AS	10BS	11AS	11AK	12BK	12CP	11BS	12CP	15CS	14CP	15CK	15CP	18DK	19DK	14DS	16DP	20DK	20DS	**117**
116	6	8	9AP	10BP	11AP	11AS	12BS	12CK	11BP	12CK	14CP	14CK	15CS	15CK	18CS	19DS	14DP	16DK	20DS	20DS	**116**
115	6	7	8AK	10BK	11AK	10AP	12BP	12CS	11BK	11CS	14CK	14CS	15CP	14CS	17CP	19DP	14CK	16DS	20DP	19DP	**115**
114	6	7	8AS	9BS	11AS	10AK	12BK	12BP	11BS	11CP	14CS	13CP	15CK	14CP	17CK	18DK	13CS	16DP	19DK	19DS	**114**
113	6	7	8AP	9AP	10AP	10AS	12BS	11BK	11BP	11BK	14CP	13CK	14CS	14CK	17CS	18DS	13CP	15DK	19DS	19DP	**113**
112	6	7	8AK	9AK	10AK	10AP	12BP	11BS	10BK	11BS	13CK	13CS	14CP	14CS	17CP	18DP	13CK	15DS	19DP	19DS	**112**
111	6	7	8AS	9AS	10AS	10AK	11BK	11BP	10BS	11BP	13CS	13CP	14BK	14CP	16CK	17DK	12CS	15CP	19DK	19DS	**111**
110	6	7	8AP	9AP	10AP	10AS	11AS	11BK	10BP	10BK	13CP	12CK	14BS	14CK	16CS	17CS	12CP	15CK	18DS	18DS	**110**
109	6	7	8AK	9AK	10AK	10AP	11AP	11BS	10BK	10BS	13CK	12CS	14BP	13CS	16CP	17CP	12CK	14CS	18DP	18DP	**109**
108	6	7	8	9AS	10	9AK	11AK	10BP	10BS	10BP	12BS	12CP	14BK	13CP	16CK	17CK	12CS	14CP	18DK	17DS	**108**
107	6	7	8	8AP	10	9AS	11AS	10BK	10BP	10BK	12BP	12CK	13BS	13CK	15CS	16CS	11CP	14CK	18DS	17DP	**107**
106	6	7	7	8AK	9	9AP	10AP	10BS	9AK	9BS	12BK	11CS	13BP	13CS	15CP	16CP	11CK	13CS	17DP	17DS	**106**
105	6	7	7	8AS	9	9AK	10AK	10BP	9AS	9BP	12BS	11CP	13BK	13CP	15CK	16CK	11CS	13CP	17DK	16DP	**105**
104	6	6	7	8AP	9	9AS	10AS	10BK	9AP	9BK	12BP	11CK	13BS	13CK	15CS	15CS	11CP	13CK	17DS	16DS	**104**
103	5	6	7	8AK	9	9	10AP	9BS	9AK	9BS	11BK	11CS	13BP	12CS	14CP	15CP	10BK	13CS	17DP	16DP	**103**
102	5	6	7	8AS	9	9	10AK	9BP	9AS	9BP	11BS	10CP	13BK	12CP	14CK	15CK	10BS	12CP	16DK	15DK	**102**
101	5	6	7	7AP	9	8	9AS	9AK	9AP	8BK	11BP	10CK	12BS	12BK	14BS	15CS	10BP	12BK	16DS	15DS	**101**
100	5	6	7	7AK	9	8	9AP	9AS	8AK	8BS	11BK	10BS	12BP	12BS	14BP	14CP	10BK	12BS	16DP	15CP	**100**
99	5	6	7	7AS	8	8	9AK	9AP	8AS	8AP	10BS	10BP	12BK	12BP	13BK	14CK	9BS	11BP	16CK	14CK	**99**
98	5	6	6	7	8	8	9	8AK	8AP	8AK	10BP	9BK	12BS	11BK	13BS	14BS	9BP	11BK	15CS	14CS	**98**
97	5	6	6	7	8	8	9	8AS	8AK	8AS	10BK	9BS	12BP	11BS	13BP	13BP	9AK	11BS	15CP	14CP	**97**
96	5	6	6	7	8	8	9	8AP	8AS	7AP	10BS	9BP	12AK	11BP	13BK	13BK	9AS	11BP	15CK	13CK	**96**
95	5	6	6	7	8	7	8	8AK	8AP	7AK	9BP	8BK	11AS	11BK	12BS	13BS	8BP	10BK	14CS	13CS	**95**
94	5	6	6	6	8	7	8	8AS	7AK	7AS	9AK	8BS	11AP	11BS	12BP	13BP	8AK	10BS	14CP	13CP	**94**
93	5	5	6	6	8	7	8	7AP	7	7AP	9AS	8BP	11AK	11BP	12BK	12BK	8	10AP	14CK	12CK	**93**
92	5	5	6	6	7	7	8	7AK	7	7AK	9AP	8BK	11AS	10BK	12BS	12BS	7	9AK	14CS	12BS	**92**
91	5	5	6	6	7	7	8	7AS	7	6AS	8AK	7BS	11AP	10BS	11BP	12BP	7	9AS	13CP	12BP	**91**
90	5	5	5	6	7	7	7	7AP	7	6AP	8AS	7BP	11AK	10BP	11BK	11BK	7	9AP	13CK	11BK	**90**
89	5	5	5	6	7	7	7	7AK	7	6AK	8AP	7BK	10AS	10BK	11BS	11BS	7	9AK	13CS	11BS	**89**
88	4	5	5	6	7	6	7	6	6	6	8AK	7BS	10AP	10BS	11BP	11BP	6	8	13CP	11BP	**88**
87	4	5	5	5	7	6	7	6	6	5	7AS	6BP	10AK	10AP	11BK	10BK	6	8	12BK	10AK	**87**
86	4	5	5	5	7	6	7	6	6	5	7AP	6BK	10AS	9AK	10BS	10BS	6	8	12BS	10AS	**86**
85	4	5	5	5	6	6	6	6	6	5	7AK	6BS	10AP	9AS	10AP	10BP	6	7	12BP	10AP	**85**
84	4	5	5	5	6	6	6	6	6	5	7AS	6AP	10AK	9AP	10AK	10BK	5	7	12BK	9AK	**84**
83	4	5	5	5	6	6	6	5	6	5	6	5AK	9	9AK	10AS	9BS	5	7	11BS	9	**83**
82	4	4	5	5	6	6	6	5	5	4	6	5AS	9	9AS	9AP	9AP	5	7	11BP	9	**82**
81	4	4	4	5	6	5	6	5	5	4	6	5AP	9	8AP	9AK	9AK	5	6	11BK	8	**81**
80	4	4	4	4	6	5	6	5	5	4	6	5AK	9	8AK	9AS	8AS	4	6	11BS	8	**80**
79	4	4	4	4	6	5	5	5	5	4	5	4AS	9	8AS	9AP	8AP	4	6	10AP	8	**79**
78	4	4	4	4	5	5	5	4	5	4	5	4AP	9	8	8AK	8AK	4	0	10AK	0	**78**
77	4	4	4	4	5	5	5	4	5	3	5	4AK	8	8	8AS	8AS	4	0	10AS	0	**77**
76	4	4	4	4	5	5	5	4	4	3	5	4AS	8	8	8AP	7AP	3	0	10AP	0	**76**
75	4	4	4	4	5	5	5	4	4	3	4	3AP	8	7	8AK	7AK	3	0	9AK	0	**75**
74	4	4	4	4	5	4	4	4	4	3	4	3AK	8	7	7AS	7AS	3	0	9AS	0	**74**
73	3	4	3	3	5	4	4	3	4	3	4	3	8	7	7	6AP	0	0	9	0	**73**
72	3	4	3	3	5	4	4	3	4	2	4	3	8	7	7	6AK	0	0	9	0	**72**
71	3	3	3	3	4	4	4	3	4	2	3	2	7	7	7	6AS	0	0	8	0	**71**
70	3	3	3	3	4	4	4	3	3	2	3	2	7	7	6	6AP	0	0	8	0	**70**
69	3	3	3	3	4	4	3	3	3	2	3	2	7	6	6	5AK	0	0	8	0	**69**
67-68	3	3	3	3	4	3	3	2	3	0	2	0	7	6	6	5	0	0	0	0	**67-68**
65-66	3	3	2	2	3	3	3	2	2	0	2	0	6	5	5	4	0	0	0	0	**65-66**
61-64	3	2	2	2	3	3	2	1	2	0	0	0	6	5	4	0	0	0	0	0	**61-64**
58-60	2	2	2	1	2	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	**58-60**
55-57	2	2	1	1	2	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	**55-57**
52-54	2	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**52-54**
50-51	2	2	1	0	1	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**50-51**
45-49	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-49**
40-44	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-44**
30-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-39**
04-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**04-29**

Length: 3 – 5 feet
Weight: 1 – 3 pounds
Fumble Range: 01 – 04 UM

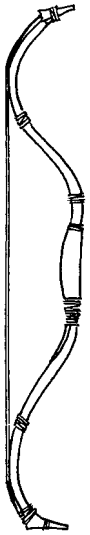
Range Modifiers: 1' – 10': -40

ALT -05

Club

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DK	10EK	12EK	14EK	15EK	15EK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**150**
149	8CK	10DK	12EK	14EK	15EK	15EK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**149**
148	8CK	10CK	12DK	14EK	15DK	15DK	18EK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**148**
147	8CK	10CK	12DK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**147**
146	8CK	10CK	12DK	14EK	15DK	15DK	18DK	18EK	13EK	15EK	19EK	19EK	13EK	13EK	18EK	21EK	14EK	17EK	20EK	22EK	**146**
145	8BK	10CK	12CK	14DK	15DK	15DK	18DK	17EK	13DK	15EK	18EK	18EK	13EK	13EK	18EK	20EK	14EK	17EK	20EK	21EK	**145**
144	8BK	10CK	12CK	14DK	15CK	15DK	17DK	17DK	13DK	14EK	18EK	18EK	13EK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**144**
143	8BK	10BK	12CK	13DK	14CK	14CK	17DK	17DK	13DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**143**
142	8BK	10BK	12CK	13DK	14CK	14CK	17CK	17DK	12DK	14DK	18DK	18EK	13DK	13EK	17EK	20EK	13EK	16EK	19EK	21EK	**142**
141	8BK	10BK	11CK	13DK	14CK	14CK	17CK	17DK	12DK	14DK	17DK	17EK	13DK	13DK	17EK	19EK	13EK	16EK	19EK	20EK	**141**
140	8BK	10BK	11CK	13DK	14CK	14CK	17CK	16DK	12CK	14DK	17DK	17DK	12DK	12DK	17EK	19EK	13DK	16EK	19EK	20EK	**140**
139	8AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	17DK	19EK	13DK	15EK	19EK	20EK	**139**
138	8AK	9BK	11BK	13CK	14BK	14CK	16CK	16DK	12CK	13DK	17DK	17DK	12DK	12DK	16DK	19EK	12DK	15EK	18EK	20EK	**138**
137	8AK	9BK	11BK	13CK	14BK	13CK	16CK	16DK	12CK	13DK	17DK	16DK	12DK	12DK	16DK	19DK	12DK	15DK	18EK	20EK	**137**
136	8AK	9AK	11BK	12CK	13BK	13BK	16CK	16DK	12CK	13DK	16DK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**136**
135	8AK	9AK	11BK	12CK	13BK	13BK	19CK	15CK	11CK	13CK	16DK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**135**
134	7AK	9AK	11BK	12CK	13BK	13BK	15CK	15CK	11CK	13CK	16CK	16DK	12CK	12DK	16DK	18DK	12DK	15DK	18EK	19EK	**134**
133	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	16CK	15DK	12CK	12DK	16DK	18DK	12DK	14DK	18EK	19EK	**133**
132	7AK	9AK	10BK	12CK	13BK	13BK	15CK	15CK	11CK	12CK	15CK	15DK	12CK	12DK	15DK	17DK	11DK	14DK	17EK	18EK	**132**
131	7AK	9AK	10BK	12CK	13AK	13BK	15BK	15CK	11CK	12CK	15CK	15DK	12CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	**131**
130	7AK	9AK	10BK	12BK	13AK	12BK	15BK	14CK	11CK	12CK	15CK	15DK	11CK	11DK	15DK	17DK	11CK	14DK	17EK	18DK	**130**
129	7	9AK	10AK	11BK	12AK	12BK	14BK	14CK	11BK	12CK	15CK	15DK	11CK	11CK	15DK	17DK	11CK	14DK	17DK	18DK	**129**
128	7	9AK	10AK	11BK	12AK	12BK	14BK	14CK	10BK	11CK	15CK	14CK	11CK	11CK	15CK	17DK	11CK	13DK	17DK	17DK	**128**
127	7	8AK	10AK	11BK	12AK	12AK	14BK	14CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	11CK	13CK	17DK	17DK	**127**
126	7	8AK	10AK	11BK	12AK	12AK	14BK	13CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	**126**
125	7	8AK	10AK	11BK	12AK	12AK	14BK	13CK	10BK	11CK	14CK	14CK	11CK	11CK	14CK	16DK	10CK	13CK	16DK	17DK	**125**
124	7	8	9AK	11BK	12AK	11AK	13BK	13BK	10BK	11CK	14CK	13CK	11BK	11CK	14CK	16DK	18CK	13CK	16DK	17DK	**124**
123	7	8	9AK	11BK	11AK	11AK	13BK	13BK	10BK	11BK	13CK	13CK	11BK	11CK	14CK	15CK	10CK	13CK	16DK	16DK	**123**
122	7	8	9AK	10BK	11AK	11AK	13AK	13BK	10BK	10BK	13CK	13CK	11BK	10CK	14CK	15CK	10BK	12CK	16DK	16DK	**122**
121	7	8	9AK	10BK	11AK	11AK	13AK	12BK	9BK	10BK	13CK	13CK	10BK	10CK	13CK	15CK	10BK	12CK	16DK	16DK	**121**
120	7	8	9AK	10AK	11AK	11AK	13AK	12BK	9BK	10BK	13BK	12CK	10BK	10CK	13CK	15CK	9BK	12CK	15DK	16DK	**120**
119	6	8	9AK	10AK	11	11AK	12AK	12BK	9BK	10BK	13BK	12CK	10BK	10CK	13CK	15CK	9BK	12BK	15DK	15CK	**119**
118	6	8	9AK	10AK	11	10AK	12AK	12BK	9BK	10BK	12BK	12CK	10BK	10CK	13CK	14CK	9BK	12BK	15DK	15CK	**118**
117	6	8	9AK	10AK	11	10AK	12AK	12BK	9AK	9BK	12BK	12CK	10BK	10CK	13CK	14CK	9BK	11BK	15DK	15CK	**117**
116	6	7	8AK	10AK	10	10AK	12AK	11BK	9AK	9BK	12BK	11CK	10BK	10CK	13BK	14CK	9AK	11BK	15DK	15CK	**116**
115	6	7	8AK	9AK	10	10AK	12AK	11BK	9AK	9BK	12BK	11CK	10BK	10BK	12BK	14CK	9AK	11BK	15CK	15CK	**115**
114	6	7	8	9AK	10	10	11AK	11BK	8AK	9BK	11BK	11CK	10BK	10BK	12BK	13CK	8AK	11BK	14CK	14CK	**114**
113	6	7	8	9AK	10	10	11AK	11AK	8AK	9BK	11BK	11CK	10BK	9BK	12BK	13BK	8AK	11BK	14CK	14CK	**113**
112	6	7	8	9AK	10	10	11AK	11AK	8AK	8BK	11BK	10BK	10AK	9BK	12BK	13BK	8AK	11AK	14CK	14BK	**112**
111	6	7	8	9AK	10	9	11AK	10AK	8AK	8BK	11BK	10BK	9AK	9BK	12BK	13BK	8AK	10AK	14CK	14BK	**111**
110	6	7	8	9AK	10	9	11AK	10AK	8AK	8AK	11BK	10BK	9AK	9BK	12BK	13BK	8AK	10AK	14CK	13BK	**110**
109	6	7	8	9AK	9	9	10	10AK	8AK	8AK	10BK	10BK	9AK	9BK	11BK	12BK	8	10AK	13CK	13BK	**109**
108	6	7	8	8AK	9	9	10	10AK	8AK	8AK	10BK	10BK	9AK	9BK	11BK	12BK	7	10AK	13CK	13BK	**108**
107	6	7	7	8AK	9	9	10	9AK	7AK	8AK	10BK	9BK	9AK	9BK	11BK	12BK	7	10AK	13CK	13BK	**107**
106	6	7	7	8AK	9	9	10	9AK	7AK	7AK	10BK	9BK	9AK	9BK	11BK	12BK	7	9AK	13CK	12AK	**106**
105	6	6	7	8AK	9	8	10	9AK	7AK	7AK	9AK	9BK	9AK	9BK	11BK	11BK	7	9AK	13BK	12AK	**105**
104	5	6	7	8	9	8	9	9AK	7	7AK	9AK	9BK	9AK	9BK	10BK	11BK	7	9	13BK	12AK	**104**
103	5	6	7	8	9	8	9	9AK	7	7AK	9AK	8BK	9AK	8AK	10BK	11BK	7	9	12BK	12AK	**103**
102	5	6	7	7	8	8	9	8AK	7	7AK	9AK	8BK	8AK	8AK	10BK	11BK	6	9	12BK	12AK	**102**
101	5	6	7	7	8	8	9	8AK	7	6AK	9AK	8BK	8AK	8AK	10BK	11BK	6	9	12BK	11AK	**101**
100	5	6	7	7	8	8	9	8AK	7	6AK	8AK	8BK	8AK	8AK	10BK	10BK	6	8	12BK	11AK	**100**
99	5	6	6	7	8	8	8	8	6	6	8AK	7BK	8	8AK	10BK	10BK	6	8	12BK	11	**99**
98	5	6	6	7	8	7	8	8	6	6	8AK	7BK	8	8AK	9AK	10AK	6	8	12BK	11	**98**
97	5	6	6	7	8	7	8	7	6	6	8AK	7AK	8	8AK	9AK	10AK	6	8	11BK	10	**97**
96	5	6	6	7	7	7	8	7	6	6	7AK	7AK	8	8AK	9AK	9AK	5	8	11AK	10	**96**
95	5	6	6	6	7	7	8	7	6	5	7AK	6AK	8	7AK	9AK	9AK	5	7	11AK	10	**95**
94	5	5	6	6	7	7	7	7	6	5	7	6AK	8	7	9AK	9AK	5	7	11AK	10	**94**
93	5	5	6	6	7	7	7	7	6	5	7	6AK	8	7	9AK	9AK	5	7	11AK	10	**93**
92	5	5	6	6	7	6	7	6	5	5	7	6AK	7	7	9AK	9AK	5	7	11AK	9	**92**
91	5	5	5	6	7	6	7	6	5	5	6	6AK	7	7	8AK	8AK	5	7	10AK	9	**91**
90	5	5	5	6	7	6	7	6	5	4	6	5AK	7	7	8AK	8AK	4	7	10AK	9	**90**
89	4	5	5	6	7	6	6	6	5	4	6	5AK	7	7	8	8AK	4	6	10	9	**89**
88	4	5	5	5	6	6	6	6	5	4	6	5AK	7	7	8	8AK	4	6	10	8	**88**
87	4	5	5	5	6	6	6	5	5	4	5	5AK	7	7	8	7AK	4	6	10	8	**87**
86	4	5	5	5	6	5	6	5	5	4	5	4AK	7	6	7	7AK	4	6	10	8	**86**
85	4	5	5	5	6	5	6	5	4	4	5	4AK	7	6	7	7AK	4	6	9	8	**85**
84	4	5	5	5	6	5	5	5	4	3	5	4	7	6	7	7	3	0	9	0	**84**
83	4	4	5	5	6	5	5	4	4	3	5	4	7	6	7	7	3	0	9	0	**83**
82	4	4	4	5	5	5	5	4	4	3	4	3	6	6	7	6	3	0	9	0	**82**
81	4	4	4	4	5	5	5	4	4	3	4	3	6	6	6	6	3	0	9	0	**81**
80	4	4	4	4	5	5	5	4	4	3	4	3	6	6	6	6	3	0	9	0	**80**
79	4	4	4	4	5	4	4	4	4	2	4	3	6	6	6	6	0	0	8	0	**79**
78	4	4	4	4	5	4	4	3	3	2	3	2	6	6	6	5	0	0	8	0	**78**
77	4	4	4	4	5	4	4	3	3	2	3	2	6	5	6	5	0	0	8	0	**77**
76	4	4	4	4	5	4	4	3	3	2	3	2	6	5	6	5	0	0	8	0	**76**
75	4	4	4	4	4	4	4	3	3	2	3	2	6	5	5	5	0	0	8	0	**75**
74	3	4	3	3	4	4	3	3	3	0	3	0	6	5	5	5	0	0	0	0	**74**
73	3	4	3	3	4	3	3	2	3	0	2	0	5	5	5	4	0	0	0	0	**73**
72	3	3	3	3	4	3	3	2	3	0	2	0	5	5	5	4	0	0	0	0	**72**
71	3	3	3	3	4	3	3	2	2	0	2	0	5	5	5	4	0	0	0	0	**71**
70	3	3	3	3	4	3	3	2	2	0	2	0	5	5	5	4	0	0	0	0	**70**
69	3	3	3	3	3	3	2	2	2	0	0	0	5	5	4	0	0	0	0	0	**69**
67-68	3	3	3	3	3	3	2	1	2	0	0	0	5	4	4	0	0	0	0	0	**67-68**
65-66	3	3	3	2	3	2	2	1	2	0	0	0	5	4	4	0	0	0	0	0	**65-66**
63-64	3	3	2	2	3	2	1	0	0	0	0	0	4	4	0	0	0	0	0	0	**63-64**
61-62	3	3	2	2	2	2	1	0	0	0	0	0	4	4	0	0	0	0	0	0	**61-62**
58-60	2	2	2	1	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**58-60**
55-57	2	2	1	1	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**55-57**
50-54	2	2	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
45-49	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-49**
40-44	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-44**
30-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-39**
05-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-29**



Length: 2.5 – 4 feet
Weight: 2 – 3 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: 1' – 10': +25
11' – 100': +0
101' – 200': -35

ALT-06

Composite Bow

Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**150**
149	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**149**
148	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	27EP	**148**
147	11EP	13EP	15EP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	25EP	25EP	21EP	21EP	26EP	29EP	17EP	20EP	23EP	26EP	**147**
146	11EP	13EP	15EP	17EP	22EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	17EP	19EP	23EP	26EP	**146**
145	11DP	13DP	15EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	16EP	19EP	22EP	26EP	**145**
144	11DP	13DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	24EP	24EP	20EP	20EP	25EP	28EP	16EP	19EP	22EP	25EP	**144**
143	11DP	12DP	14DP	16EP	21EP	21EP	23EP	24EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	19EP	22EP	25EP	**143**
142	11DP	12DP	14DP	16EP	21DP	20DP	23EP	23EP	18DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	16EP	18EP	22EP	25EP	**142**
141	11DP	12DP	14DP	15EP	20DP	20DP	23DP	23EP	18DP	20EP	23EP	23EP	20EP	19EP	24EP	27EP	15EP	18EP	21EP	24EP	**141**
140	10CP	12CP	14DP	15EP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19EP	19EP	24EP	26EP	15EP	18EP	21EP	24EP	**140**
139	10CP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19DP	23DP	23EP	19DP	19EP	23EP	26EP	15EP	18EP	21EP	24EP	**139**
138	10CP	12CP	13DP	15DP	20DP	19DP	22DP	22EP	17DP	19DP	22DP	22EP	19DP	19EP	23EP	26EP	15EP	17EP	21EP	23EP	**138**
137	10CP	12CP	13DP	15DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	19EP	23EP	25EP	14DP	17EP	21EP	23EP	**137**
136	10CP	11CP	13DP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22DP	19DP	18DP	22EP	25EP	14DP	17EP	20EP	23EP	**136**
135	10CP	11CP	13CP	14DP	19DP	19DP	21DP	21DP	17CP	18DP	21DP	21DP	18DP	18DP	22EP	25EP	14DP	16EP	20EP	22EP	**135**
134	10BP	11CP	13CP	14DP	19DP	18DP	21DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	14DP	16DP	20EP	22EP	**134**
133	10BP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	13DP	16DP	20EP	22EP	**133**
132	10BP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24DP	13DP	16DP	19EP	21EP	**132**
131	9BP	11BP	12CP	13DP	18CP	18DP	20DP	19DP	16CP	16DP	20DP	20DP	18DP	17DP	21DP	23DP	13DP	15DP	19EP	21EP	**131**
130	9BP	11BP	12CP	13DP	18CP	17CP	19DP	19DP	15CP	16DP	19DP	20DP	17DP	17DP	21DP	23DP	13DP	15DP	19EP	21EP	**130**
129	9AP	10BP	12CP	13DP	17CP	17CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	12DP	15DP	19EP	20DP	**129**
128	9AP	10BP	11CP	13DP	17CP	17CP	19CP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	12DP	15DP	18EP	20DP	**128**
127	9AP	10BP	11CP	12CP	17CP	17CP	18CP	18DP	15CP	15CP	18DP	19DP	17CP	16DP	20DP	22DP	12DP	14DP	18EP	20DP	**127**
126	9AP	10AP	11BP	12CP	17CP	16CP	18CP	18DP	14CP	15CP	18CP	18DP	16CP	16DP	20DP	22DP	12DP	14DP	18DP	19DP	**126**
125	9AP	10AP	11BP	12CP	16CP	16CP	18CP	17DP	14CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	11CP	14DP	18DP	19DP	**125**
124	9AP	10AP	11BP	12CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	11CP	14DP	18DP	19DP	**124**
123	9AP	10AP	10BP	11CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	11CP	13DP	17DP	18DP	**123**
122	8AP	9AP	10BP	11CP	16CP	15CP	17CP	16DP	13CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	11CP	13DP	17DP	18DP	**122**
121	8AP	9AP	10BP	11CP	15CP	15CP	17CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	13CP	17DP	17DP	**121**
120	8AK	9AP	10BP	11CP	15BP	15CP	16CP	16CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	10CP	12CP	17DP	17DP	**120**
119	8	9AP	10BP	11CP	15BP	15CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15DP	18DP	19DP	10CP	12CP	16DP	17DP	**119**
118	8	9AP	10BP	10CP	15BP	14BP	16CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17DP	19DP	10CP	12CP	16DP	16DP	**118**
117	8	9AP	9AP	10CP	15BP	14BP	15CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	9CP	12CP	16DP	16DP	**117**
116	8	9AP	9AP	10BP	14BP	14BP	15CP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	9CP	11CP	16DP	16DP	**116**
115	8	8AK	9AP	10BP	14BP	14BP	15CP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	11CP	15DP	15CP	**115**
114	8	8	9AP	9BP	14BP	13BP	14CP	14CP	11BP	11BP	14CP	14CP	14CP	13CP	16CP	18CP	9CP	11CP	15DP	15CP	**114**
113	7	8	9AP	9BP	14BP	13BP	14CP	13CP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	17CP	8BP	11CP	15DP	15CP	**113**
112	7	8	8AP	9BP	13AP	13BP	14BP	13CP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8BP	10CP	15DP	14CP	**112**
111	7	8	8AP	9BP	13AP	13BP	13BP	13CP	11BP	10BP	13CP	13CP	13BP	13CP	15CP	17CP	8BP	10BP	15DP	14CP	**111**
110	7	8	8AP	9BP	13AP	12BP	13BP	12CP	10BP	10BP	12CP	13CP	13BP	13CP	15CP	16CP	8BP	10BP	14CP	14CP	**110**
109	7	8	8AP	8BP	13AP	12BP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	15CP	16CP	7BP	10BP	14CP	13CP	**109**
108	7	7	8AP	8BP	12AP	12AP	13BP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	7BP	9BP	14CP	13CP	**108**
107	7	7	8AP	8AP	12AP	11AP	12BP	11CP	10AP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	9BP	14CP	13BP	**107**
106	7	7	7AP	8AP	12AP	11AP	12BP	11CP	9AP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7AP	9BP	13CP	12BP	**106**
105	7	7	7AK	7AP	12AP	11AP	12BP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	14CP	15CP	6AP	8BP	13CP	12BP	**105**
104	6	7	7	7AP	11AP	11AP	11BP	10BP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	15CP	6AP	8BP	13CP	12BP	**104**
103	6	7	7	7AP	11AP	10AP	11BP	10BP	9AP	8BP	10BP	10BP	12BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	**103**
102	6	6	7	7AP	11AP	10AP	11BP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	13CP	14BP	6AP	8AP	13CP	11BP	**102**
101	6	6	6	7AP	11AP	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	7AP	12CP	11BP	**101**
100	6	6	6	6AP	10AK	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10CP	12BP	13BP	5AK	7AP	12CP	10AP	**100**
99	6	6	6	6AP	10	9AP	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	12BP	13BP	5	7AP	12CP	10AP	**99**
98	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	11BP	10BP	12BP	13BP	5	7AP	12BP	10AP	**98**
97	6	6	6	6AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	4	6AP	11BP	9AP	**97**
96	6	6	5	5AP	9	9AP	9AP	8BP	7AP	5AP	7BP	9BP	10BP	9BP	11BP	12BP	4	6AP	11BP	9AP	**96**
95	6	6	5	5AK	9	8AK	9AP	7BP	7AK	5AP	7AP	7BP	10AP	9BP	11BP	12BP	4	6AK	11BP	9AP	**95**
94	5	5	5	5	9	8	8AP	7BP	6	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	0	11BP	8AK	**94**
93	5	5	5	5	9	8	8AP	7BP	6	4AP	6AP	7BP	10AP	9BP	10BP	11BP	3	0	10BP	4	**93**
92	5	5	5	5	8	8	8AP	6AP	6	4AP	6AP	6BP	9AP	9BP	10BP	11BP	3	0	10BP	0	**92**
91	5	5	5	4	8	7	7AP	6AP	6	4AP	5AP	6BP	9AP	8BP	10BP	10BP	3	0	10BP	0	**91**
90	5	5	4	4	8	7	7AK	6AP	5	3AK	5AP	6BP	9AP	8BP	9BP	10BP	3	0	10BP	0	**90**
89	5	5	4	4	8	7	7	5AP	5	3	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10AP	0	**89**
88	5	5	4	4	8	7	6	5AP	5	3	5AP	5AP	9AP	8BP	9BP	9BP	0	0	9AP	0	**88**
87	5	4	4	3	7	6	6	5AP	5	2	4AP	5AP	8AP	7BP	8BP	9AP	0	0	9AP	0	**87**
86	5	4	4	3	7	6	6	4AP	4	2	4AP	4AP	8AP	7BP	8BP	9AP	0	0	9AP	0	**86**
85	4	4	3	3	7	6	5	4AP	4	2	4AK	4AP	8AP	7BP	8BP	8AP	0	0	9AP	0	**85**
84	4	4	3	3	7	6	5	4AP	4	0	3	4AP	8AP	7AP	8AP	8AP	0	0	8AP	0	**84**
83	4	4	3	3	6	5	5	3AP	4	0	3	3AP	7AP	7AP	7AP	8AP	0	0	8AP	0	**83**
82	4	4	3	2	6	5	5	3AP	3	0	3	3AP	7AP	6AP	7AP	7AP	0	0	8AK	0	**82**
81	4	4	3	2	6	5	4	3AP	3	0	2	3AP	7AP	6AP	7AP	7AP	0	0	8	0	**81**
80	4	3	3	2	6	5	4	2AK	3	0	2	2AK	7AK	6AP	6AP	7AP	0	0	0	0	**80**
79	4	3	2	2	5	4	4	2	3	0	0	2	7	6AP	6AP	6AP	0	0	0	0	**79**
78	4	3	2	1	5	4	3	2	2	0	0	0	6	5AP	6AP	6AP	0	0	0	0	**78**
77	4	3	2	1	5	4	3	1	2	0	0	0	6	5AP	6AP	6AP	0	0	0	0	**77**
76	3	3	2	1	5	4	3	1	2	0	0	0	6	5AP	5AP	5AP	0	0	0	0	**76**
75	3	3	2	1	4	3	2	1	2	0	0	0	6	5AK	5AP	5AP	0	0	0	0	**75**
74	3	3	1	0	4	3	2	0	0	0	0	0	6	5	5AP	5AP	0	0	0	0	**74**
73	3	2	1	0	4	3	2	0	0	0	0	0	5	4	4AP	4AP	0	0	0	0	**73**
72	3	2	1	0	4	3	1	0	0	0	0	0	5	4	4AK	4AK	0	0	0	0	**72**
71	3	2	1	0	3	2	1	0	0	0	0	0	5	4	4	4	0	0	0	0	**71**
69	3	2	1	0	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	**69**
68	3	2	0	0	3	2	0	0	0	0	0	0	5	0	0	0	0	0	0	0	**68**
67	3	2	0	0	3	2	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**67**
66	2	2	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**66**
65	2	1	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**65**
64	2	1	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**64**
63	2	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**63**
62	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**62**
61	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**61**
60	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**60**
59-60	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**59-60**
50-58	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-58**
05-49	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-49**

Length: 0.5 – 1 feet
Weight: 0.5 – 1 pounds
Fumble Range: 01 UM

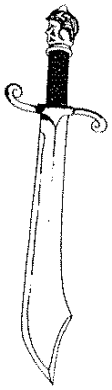
Range Modifiers: 1' – 10': -10
11' – 25': -20
26' – 50': -30

ALT -07

Dagger

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3CP	4CP	4EP	6EP	7EP	7EP	10EP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**150**
149	3BP	4CP	4DP	6EP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**149**
148	3AP	4BP	4CP	6DP	7DP	7DP	10DP	10EP	6EP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**148**
147	3AP	4BP	4CP	6DP	7CP	7CP	10DP	10DP	6DP	8EP	12EP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**147**
146	3AP	4BP	4CP	6DP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18ES	**146**
145	3AK	4AP	4CP	4CP	7CP	7CP	10CP	10DP	6DP	8DP	12DP	12EP	8EP	8EP	13EP	16EP	10EP	13EP	16EP	18EP	**145**
144	3	4AP	4BP	6CP	7CP	7CP	10CP	10DP	6CP	8DP	12DP	11EP	8EP	8EP	13EP	15EP	10EP	13EP	16EP	17ES	**144**
143	3	4AP	4BP	6CP	7BP	7CP	10CP	10DP	6CP	8DP	11DP	11DP	8DP	8EP	13EP	15EP	10EP	12EP	16EP	17EP	**143**
142	3	4AP	4BP	6CP	7BP	7CP	10CP	10CP	6CP	8CP	11DP	11DP	8DP	8DP	12EP	15ES	9DP	12EP	15EP	17ES	**142**
141	3	4AP	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11DP	11DP	8DP	8DP	12DP	15DP	9DP	12EP	15EP	17EP	**141**
140	3	4AK	4BP	6CP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	15ES	9DP	12EP	15EP	17ES	**140**
139	3	4	4AP	6BP	7BP	7BP	9CP	9CP	6CP	7CP	11CP	11DP	8DP	8DP	12DP	14DP	9DP	12DP	15EP	16EP	**139**
138	3	4	4AS	6BS	7AP	7BP	9BP	9CP	6CP	7CP	11CP	10DP	8DP	8DP	12DP	14DS	9DP	12DP	15EP	16ES	**138**
137	3	4	4AP	6BP	7AP	6BP	9BP	9CP	6CP	7CP	10CP	10DP	8DP	8DP	12DP	14DP	9DP	12DP	15ES	16EP	**137**
136	3	4	4AS	6BS	6AP	6BP	9BP	9CP	5CP	7CP	10CP	10DP	8CP	8DP	12DP	14DS	9DP	11DP	15EP	16ES	**136**
135	3	4	4AP	5BP	6AP	6BP	9BP	9CP	5BP	7CP	10CP	10CP	8CP	7DP	11DP	14DP	8DP	11DP	14ES	16EP	**135**
134	3	4	4AS	5BS	6AP	6AP	9BP	9CS	5BP	7CP	10CP	10CP	7CP	7DP	11DP	14DS	8CP	11DP	14EP	15DS	**134**
133	3	4	4AP	5BP	6AP	6AP	9BP	8BP	5BP	7CP	10CP	10CP	7CP	7DP	11DP	13DP	8CP	11DP	14ES	15DP	**133**
132	3	4	4AS	5AS	6AS	6AP	8BS	8BS	5BP	6BP	10CP	9CP	7CP	7CP	11DP	13CS	8CP	11DP	14DP	15DS	**132**
131	3	4	4AP	5AP	6AP	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	11DP	14DS	15DP	**131**
130	3	4	4AK	5AS	6AK	6AP	8AS	8BS	5BP	6BP	9CP	9CP	7CP	7CP	11CP	13DS	8CP	11CS	14DP	15DS	**130**
129	3	4	4	5AP	6	6AP	8AP	8BP	5BP	6BP	9CP	9CP	7CP	7CP	11CS	13DP	8CP	10CP	14DS	14DP	**129**
128	3	4	4	5AS	6	6AP	8AS	8BS	5BP	6BP	9BP	9CP	7CP	7CP	11CP	12DS	7CP	10CS	13DP	14DS	**128**
127	3	4	3	5AP	6	6AS	8AP	8BP	5BP	6BP	9BP	9CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14DP	**127**
126	3	4	3	5AS	6	6AP	8AS	8BS	5AP	6BP	9BP	8CP	7CP	7CS	10CP	12CS	7CP	10CS	13DP	14DS	**126**
125	3	4	3	5AP	6	6AK	8AP	7BP	5AP	6BP	9BP	8CS	7CP	7CP	10CS	12CP	7CP	10CP	13DS	14D	**125**
124	3	4	3	5AS	6	5	7AS	7BS	5AP	6BP	8BP	8CP	7CP	7CS	10CP	12CS	7BP	10CS	13DP	13CS	**124**
123	3	3	3	5AP	6	5	7AP	7AP	4AP	5BP	8BS	8CS	7CP	7CP	10CS	12CP	7BS	10CP	13DS	13CP	**123**
122	3	3	3	4AS	5	5	7AS	7AS	4AP	5BP	8BP	8CP	7BS	7CS	10CP	11CS	7BP	9CS	13DP	13CS	**122**
121	3	3	3	4AP	5	5	7AP	7AP	4AP	5AP	8BS	8BS	7BP	6CP	10CS	11CP	7BS	9CP	12DS	13CP	**121**
120	3	3	3	4AK	5	5	7AK	7AS	4AP	5AP	8BP	7BP	7BS	6CS	9CP	11CS	6BP	9BS	12CP	13CS	**120**
119	3	3	3	4	5	5	7	7AP	4AP	5AP	8BS	7BS	6BP	6CP	9CS	11CP	6BS	9BP	12CS	12CP	**119**
118	3	3	3	4	5	5	7	7AS	4AP	5AS	7BP	7BP	6BS	6CS	9CP	11CS	6BP	9BS	12CP	12CS	**118**
117	3	3	3	4	5	5	7	6AP	4AS	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6BS	9BP	12CS	12CP	**117**
116	3	3	3	4	5	5	7	6AS	4AP	5AS	7AP	7BP	6BS	6BS	9BP	10CS	6AP	8BS	12CP	12CS	**116**
115	3	3	3	4	5	5	6	6AP	4AK	5AP	7AS	7BS	6BP	6BP	9BS	10CP	6AS	8BP	12CS	12CP	**115**
114	3	3	3	4	5	5	6	6AS	4	4AS	7AP	6BP	6BS	6BS	9BP	10BS	6AP	8BS	11CP	11BS	**114**
113	2	3	3	4	5	5	6	6AP	4	4AP	7AS	6BS	6BP	6BP	8BS	10BP	5AS	8BP	11CS	11BP	**113**
112	2	3	3	4	5	5	6	6AS	4	4AS	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8BS	11CP	11BS	**112**
111	2	3	3	4	5	4	6	6AP	4	4AP	6AS	6BS	6BP	6BP	8BS	9BP	5AS	8AP	11CS	11BP	**111**
110	2	3	3	4	5	4	6	6AK	4	4AK	6AP	6BP	6BS	6BS	8BP	9BS	5AP	8AS	11CP	11BS	**110**
109	2	3	3	4	5	4	6	5	3	4	6AS	6BS	6BP	6BP	8BS	9BP	5AS	7AP	11CS	10BP	**109**
108	2	3	3	4	4	4	6	5	3	4	6AP	5AP	6AS	6BS	8BP	9BS	5AP	7AS	11CP	10BS	**108**
107	2	3	3	3	4	4	5	5	3	4	6AS	5AS	6AP	5BP	8BS	9BP	5AS	7AP	10BS	10BP	**107**
106	2	3	3	3	4	4	5	5	3	4	6AP	5AP	6AS	5BS	8BP	8BS	4AP	7AS	10BP	10BS	**106**
105	2	3	3	3	4	4	5	5	3	3	5AK	5AS	6AP	5BP	7BS	8BP	4AK	7AP	10BS	10AP	**105**
104	2	3	2	3	4	4	5	5	3	3	5	5AP	5AS	5BS	7BP	8BS	4	7AS	10BP	9AS	**104**
103	2	3	2	3	4	4	5	5	3	3	5	5AS	5AP	5AP	7BS	8BP	4	7AP	10BS	9AP	**103**
102	2	3	2	3	4	4	5	5	3	3	5	4AP	5AS	5AS	7BP	8BS	4	6AS	10BP	9AS	**102**
101	2	3	2	3	4	4	5	4	3	3	5	4AS	5AP	5AP	7AS	7BP	4	6AP	10BS	9AP	**101**
100	2	3	2	3	4	4	5	4	3	3	5	4AP	5AS	5AS	7AP	7BS	4	6AK	9BP	9AS	**100**
99	2	2	2	3	4	4	5	4	3	3	4	4AS	5AP	5AP	7AS	7BP	4	6	9BS	8AP	**99**
98	2	2	2	3	4	3	4	4	3	3	4	4AP	5AS	5AS	6AP	7BS	3	6	9BP	8AS	**98**
97	2	2	2	3	4	3	4	4	3	3	4	4AS	5AP	5AP	6AS	7AP	3	6	9BS	8AP	**97**
96	2	2	2	3	4	3	4	4	2	2	4	3AP	5AK	5AS	6AP	7AS	3	6	9AP	8AK	**96**
95	2	2	2	3	3	3	4	4	2	2	4	3AK	5AS	5AP	6AS	6AP	3	5	9AS	8AS	**95**
94	2	2	2	3	3	3	4	4	2	2	4	3	5	5AS	6AP	6AS	3	5	9AP	7	**94**
93	2	2	2	3	3	3	4	3	2	2	3	3	5	5AP	6AS	6AP	3	5	8AS	7	**93**
92	2	2	2	2	3	3	4	3	2	2	3	3	5	4AS	6AP	6AS	3	5	8AP	7	**92**
91	2	2	2	2	3	3	4	3	2	2	3	3	5	4AP	5AS	6AP	2	5	8AS	7	**91**
90	2	2	2	2	3	3	4	3	2	2	3	2	5	4AK	5AP	5AS	2	5	8AP	7	**90**
89	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AS	5AP	2	0	8AS	0	**89**
88	2	2	2	2	3	3	3	3	2	2	3	2	4	4	5AP	5AS	2	0	8AP	0	**88**
87	2	2	2	2	3	3	3	3	2	1	3	2	4	4	5AS	5AP	2	0	8AS	0	**87**
86	2	2	2	2	3	3	3	3	2	1	2	2	4	4	5AP	5AS	2	0	7AP	0	**86**
85	2	2	2	2	3	2	3	2	2	1	2	2	4	4	5AK	5AP	2	0	7AK	0	**85**
84	2	2	2	2	3	2	3	2	2	1	2	1	4	4	5	4AS	0	0	7	0	**84**
83	2	2	2	2	3	2	3	2	2	1	2	1	4	4	4	4AP	0	0	7	0	**83**
82	2	2	2	2	3	2	3	2	1	1	2	1	4	4	4	4AS	0	0	7	0	**82**
81	2	2	1	2	2	2	2	2	1	1	2	1	4	4	4	4AP	0	0	7	0	**81**
80	2	2	1	2	2	2	2	2	1	1	1	1	4	4	4	4AK	0	0	7	0	**80**
79	2	2	1	2	2	2	2	2	1	0	1	0	4	4	4	3	0	0	0	0	**79**
78	2	2	1	1	2	2	2	2	1	0	1	0	4	3	4	3	0	0	0	0	**78**
77	2	2	1	1	2	2	2	1	1	0	1	0	4	3	4	3	0	0	0	0	**77**
76	1	2	1	1	2	2	2	1	1	0	1	0	4	3	3	3	0	0	0	0	**76**
75	1	2	1	1	2	2	2	1	1	0	1	0	4	3	3	3	0	0	0	0	**75**
74	1	1	1	1	2	2	2	1	1	0	0	0	3	3	3	0	0	0	0	0	**74**
73	1	1	1	1	2	2	2	1	1	0	0	0	3	3	3	0	0	0	0	0	**73**
72	1	1	1	1	2	1	1	1	1	0	0	0	3	3	3	0	0	0	0	0	**72**
71	1	1	1	1	2	1	1	1	1	0	0	0	3	3	3	0	0	0	0	0	**71**
70	1	1	1	1	2	1	1	1	1	0	0	0	3	3	3	0	0	0	0	0	**70**
69	1	1	1	1	2	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**69**
68	1	1	1	1	2	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**68**
67	1	1	1	1	1	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**67**
66	1	1	1	1	1	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**66**
65	1	1	1	1	1	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**65**
63-64	1	1	1	0	1	1	0	0	0	0	0	0	3	0	0	0	0	0	0	0	**63-64**
61-62	1	1	0	1	1	0	0	0	0	0	0	3	0	0	0	0	0	0	0	0	**61-62**
60-64	1	1	0	1	1	0	0	0	0	0	0	3	0	0	0	0	0	0	0	0	**60-64**
55-59	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**55-59**
50-54	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
40-49	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-49**
02-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**02-39**



Length: 2 – 3 feet **Range Modifiers:** —
Weight: 1.5 – 2 pounds
Fumble Range: 01 – 05 UM

ALT-08
Falchion
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	28EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**150**
149	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	28ES	28ES	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**149**
148	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22EK	24EK	28EK	28EK	24ES	24ES	29ES	32ES	26ES	29ES	32ES	34ES	**148**
147	14EK	16EK	18EK	20EK	21EK	21EK	24EK	24EK	22ES	24ES	28ES	27ES	24ES	24ES	29ES	31ES	25ES	28ES	32ES	33ES	**147**
146	14DK	16EK	18EK	20EK	21EK	21EK	23EK	23EK	22EK	23EK	27EK	27EK	24ES	24ES	28ES	31ES	25ES	28ES	31ES	33ES	**146**
145	14DK	16DK	18EK	19EK	21EK	20EK	23EK	23EK	21ES	23ES	27ES	27ES	23ES	23ES	28ES	31ES	25ES	28ES	31ES	32ES	**145**
144	14DK	16DK	17DK	19EK	20EK	20EK	23EK	23EK	21EK	23EK	27EK	26EK	23ES	23ES	28ES	30ES	24ES	27ES	31ES	32ES	**144**
143	14DK	15DK	17DK	19EK	20EK	20EK	23EK	23EK	21ES	23ES	26ES	26ES	23ES	23ES	27ES	30ES	24ES	27ES	30ES	32ES	**143**
142	14CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	21DK	22EK	26EK	26EK	23ES	23ES	27ES	30ES	24ES	27ES	30ES	31ES	**142**
141	13CK	15DK	17DK	19EK	20DK	20DK	22DK	22EK	20DS	22ES	26ES	25ES	23ES	22ES	27ES	29ES	23ES	26ES	30ES	31ES	**141**
140	13CK	15CK	17DK	18DK	20DS	19DK	22DK	22EK	20DK	22EK	25EK	25EK	22ES	22ES	27ES	29ES	23ES	26ES	29ES	30ES	**140**
139	13CK	15CK	17DK	18DK	19DK	19DS	22DK	22EK	20DS	21DS	25DS	25ES	22DS	22ES	26ES	29ES	23ES	26ES	29ES	30ES	**139**
138	13CK	15CK	16DK	18DK	19DS	19DK	21DS	21DK	20DK	21DK	25DK	24EK	22DS	22ES	26ES	28ES	22ES	25ES	29ES	30ES	**138**
137	13CK	15CK	16CK	18DK	19DK	19DS	21DK	21DK	19DS	21DS	24DS	24ES	22DS	22ES	26ES	28ES	22ES	25ES	28ES	29ES	**137**
136	13BK	14CK	16CK	18DK	19DS	19DK	21DS	21DS	19DK	21DK	24DK	24EK	21DS	21DS	25ES	28ES	22ES	24ES	28ES	29ES	**136**
135	13BS	14CS	16CK	15DK	19DK	18DS	21DK	21DK	19DS	20DS	24DS	23DS	21DS	21DS	25ES	27ES	21ES	24ES	28ES	28ES	**135**
134	13BK	14CK	16CK	17DK	18DS	18DK	20DS	20DS	19DK	20DK	23DK	23DK	21DS	21DS	25DS	27ES	21ES	24ES	27ES	28ES	**134**
133	13BS	14BS	15CK	17DK	18DK	18DS	20DK	20DK	19CS	20DS	23DS	23DS	21DS	21DS	24DS	26ES	21DS	23ES	27ES	28ES	**133**
132	12BK	14BK	15CK	17DK	18CS	18DK	20DS	20DS	18CK	19DK	23DK	22DK	21DS	20DS	24DS	26ES	20DS	23ES	27ES	27ES	**132**
131	12AS	14BS	15CS	17DK	18CK	18CS	20CK	19DK	18CS	19DS	23DS	22DS	20DS	20DS	24DS	26DS	20DS	23ES	26ES	27ES	**131**
130	12AK	14BK	15CK	16DK	18CS	17CK	19CS	19DS	18CK	19DK	22DK	22DK	20DS	20DS	24DS	25DS	20DS	22DS	26ES	26ES	**130**
129	12AS	13BS	15CS	16DK	17CK	17CS	19CK	19DK	18CS	19DS	22DS	21DS	20DS	20DS	23DS	25DS	19DS	22DS	26ES	26ES	**129**
128	12AK	13BK	15BK	16CK	17CS	17CK	19CS	19DS	17CK	18DK	22DK	21DK	20CS	19DS	23DS	25DS	19DS	22DS	25ES	26ES	**128**
127	12AS	13BS	14BS	16CS	17CK	17CS	19CK	18DK	17CS	18CS	21DS	21DS	20CS	19DS	23DS	24DS	19DS	21DS	25ES	25ES	**127**
126	12AK	13AK	14BK	15CK	17CS	17CK	18CS	18DS	17CK	18CK	21DK	20DK	19CS	19DS	22DS	24DS	18DS	21DS	25ES	25ES	**126**
125	12AS	13AS	14BS	15CS	17CK	16CS	18CK	18DK	17CS	17CS	21DS	20DS	19CS	19DS	22DS	24DS	18DS	21DS	24ES	24ES	**125**
124	11AK	13AK	14BK	15CK	16CS	16CK	18CS	18DS	16CK	17CK	20CK	20DK	19CS	19DS	22DS	23DS	18DS	20DS	24ES	24ES	**124**
123	11AS	13AS	14BS	15CS	16BK	16CS	18CK	17CK	16CS	17CS	20CS	19DS	19CS	18DS	21DS	23DS	17DS	20DS	24ES	24DS	**123**
122	11AK	12AK	14BK	15CK	16BS	16CK	17CS	17CS	16CK	17CK	20CK	19DK	18CS	18DS	21DS	23DS	17DS	19DS	23ES	23DS	**122**
121	11AS	12AS	13BS	14CS	16BK	15BS	17CK	17CK	16CS	16CS	19CS	19DS	18CS	18DS	21DS	22DS	16DS	19DS	23DS	23DS	**121**
120	11	12AK	13BK	14CK	16BS	15BK	17CS	17CS	16CK	16CK	19CK	18DS	18CS	18DS	21DS	22DS	16DS	19DS	23DS	22DS	**120**
119	11	12AS	13AS	14CS	15BK	15BS	17CK	16CK	15CS	16CS	19CS	18DS	18CS	17CS	20DS	22DS	16CS	18DS	22DS	22DS	**119**
118	11	12AK	13AK	14BK	15BS	15BK	16CS	16CS	15BK	15CK	18CK	18DK	18CS	17CS	20DS	21DS	16CS	18DS	22DS	22DS	**118**
117	11	12AS	13AS	14BS	15BK	15BS	16BK	16CK	15BS	15CS	18CS	17CS	17CK	17CS	20CS	21DS	15CS	18DS	22DS	21DS	**117**
116	11	12AK	12AK	13BK	15AS	14BK	16BS	16CS	15BK	15CK	18CK	17CK	17CS	17CS	19CS	20DS	15CS	17DS	21DS	21DS	**116**
115	10	11	12AS	13BS	15AK	14BS	16BK	15CK	14BS	15CS	18CS	17CS	17CK	17CS	19CS	20DS	15CS	17DS	21DS	20DS	**115**
114	10	11	12AK	13BK	14AS	14BK	15BS	15CS	14BK	14CK	17CK	16CK	17CS	16CK	19CS	20DS	14CS	17CS	21DS	20DS	**114**
113	10	11	12AS	13BS	14AK	14BS	15BK	15CK	14BS	14CS	17CS	16CS	16CK	16CS	18CS	19DS	14CS	16CS	20DS	20DS	**113**
112	10	11	12AK	13BK	14AS	14AK	15BS	14CS	14BK	14BK	17CK	16CK	16BS	16CK	18CK	19DS	14CS	16CS	20DS	19DS	**112**
111	10	11	12AS	12BS	14AK	13AS	15BK	14CK	13BS	13BS	16CS	15CS	16BK	16CS	18CS	19CS	13CK	16CS	20DS	19DS	**111**
110	10	11	11AK	12BK	14AS	13AK	14BS	14CS	13BK	13BK	16CK	15CK	16BS	15CK	18CK	18CK	13CS	15CS	20DS	18DS	**110**
109	10	11	11AS	12AS	13AK	13AS	14BK	14BK	13BS	13BS	16CS	15CS	16BK	15CS	17CS	18CS	13CK	15CS	19DS	18DS	**109**
108	10	10	11AK	12AK	13AS	13AK	14AS	13BS	13BK	13BK	15CK	14CK	15BS	15CK	17CK	18CK	12CS	14CK	19DS	18DS	**108**
107	10	10	11AS	12AS	13AK	13AS	14AK	13BK	13BS	12BS	15CS	14CS	15BK	15CS	17CS	17CS	12BK	14CS	19DS	17DS	**107**
106	9	10	11AK	11AK	13AS	12AK	13AS	13BS	12BK	12BK	15BK	14CK	15BS	14CK	16CK	17CK	12BS	14CK	18DS	17DS	**106**
105	9	10	10	11AS	13	12AS	13AK	13BK	12BS	12BS	14BS	13CS	15BK	14CS	16CS	17CS	11BK	13CS	18DS	16DS	**105**
104	9	10	10	11AK	12	12AK	13AS	12BS	12BK	11BK	14BK	13CK	15BS	14CK	16CK	16CK	11BS	13BK	18DS	16CS	**104**
103	9	10	10	11AS	12	12AS	13AK	12BK	12AK	11BS	14BS	13CS	14BK	14CS	15CS	16CS	11BK	13BS	17DS	16CK	**103**
102	9	10	10	10AK	12	12AK	12AS	12BS	11AK	11BK	13BK	12CK	14BS	14BK	15BK	16CK	10BS	12BK	17CS	15CS	**102**
101	9	9	10	10AS	12	11AS	12AK	12BK	11AS	11BS	13BS	12CS	14BK	13BS	15BS	15CS	10AK	12BS	17CS	15CK	**101**
100	9	9	10	10AK	12	11	12AS	11BS	11AK	10BK	13BK	12CK	14BS	13BK	15BK	15CK	10AS	12BK	16CS	14CS	**100**
99	9	9	9	10AS	11	11	12AK	11BK	11AS	10BS	12BS	11CS	13BK	13BS	14BS	14BS	9AK	11BS	16CS	14CK	**99**
98	8	9	9	10AK	11	11	11AS	11AS	10AK	10BK	12BK	11BK	13BS	13BK	14BK	14BK	9AS	11BK	16CS	14CS	**98**
97	8	9	9	9AS	11	10	11AK	11AK	10AS	9AS	12BS	11BS	13AK	12BS	14BS	14BS	9AK	11BS	15CK	13CK	**97**
96	8	9	9	9AK	11	10	11AS	10AS	10AK	9AK	12BK	10BK	13AS	12BK	13BK	13BK	8AS	10AK	15CS	13BS	**96**
95	8	9	9	9	11	10	11	10AK	10AS	9AS	11BS	10BS	13AK	12BS	13BS	13BS	8AK	10AS	15CK	12BK	**95**
94	8	8	9	9	10	10	10	10AS	10AK	9AK	11BK	10BK	12AS	12BK	13BK	13BK	8	9AK	14CS	12BS	**94**
93	8	8	8	9	10	10	10	9AK	9AS	8AS	11BS	9BS	12AK	11BS	12BS	12BS	7	9AS	14CK	12BK	**93**
92	8	8	8	8	10	9	10	9AS	9AK	8AK	10BK	9BK	12AS	11BK	12BK	12BK	7	9AK	14CS	11BS	**92**
91	8	8	8	8	10	9	10	9AK	9AS	8AS	10AS	9BS	12AK	11BS	12BS	12BS	7	8AS	13CK	11BK	**91**
90	8	8	8	8	10	9	9	9AS	9	7AK	10AK	8BK	12AS	11BK	12BK	11BK	6	8AK	13BS	10AS	**90**
89	7	8	8	8	9	9	9	8AK	8	7AS	9AS	8BS	11AK	11BS	11BS	11BS	6	8	13BK	10AK	**89**
88	7	8	7	8	9	9	9	8AS	8	7AK	9AK	8BK	11AS	10AK	11BK	11BK	6	7	12BS	10AS	**88**
87	7	7	7	7	9	8	9	8AK	8	7AS	9AS	7BS	11AK	10AS	11BS	10BS	5	7	12BK	9AK	**87**
86	7	7	7	7	9	8	8	8AS	8	6AK	8AK	7BK	11AS	10AK	10AK	10BK	5	7	12BS	9AS	**86**
85	7	7	7	7	9	8	8	7	7	6	8AS	7BS	10AK	10AS	10AS	10BS	5	6	11BK	8AK	**85**
84	7	7	7	7	8	8	8	7	7	6	8AK	6BK	10	9AK	10AK	9BK	4	6	11BS	8	**84**
83	7	7	7	7	8	8	8	7	7	5	7AS	6BS	10	9AS	9AS	9AS	4	0	11BK	0	**83**
82	7	7	6	6	8	7	7	7	7	5	7AK	6AK	10	9AK	9AK	8AK	4	0	10BS	0	**82**
81	7	7	6	6	8	7	7	6	7	5	7AS	5AS	10	9AS	9AS	8AS	3	0	10AK	0	**81**
80	6	6	6	6	8	7	7	6	6	5	7	5AK	9	9AK	9AK	8AK	3	0	10AS	0	**80**
79	6	6	6	6	7	7	7	6	6	4	6	5AS	9	8	8AS	7AS	3	0	9AK	0	**79**
78	6	6	6	5	7	7	6	6	6	4	6	4AK	9	8	8AK	7AK	0	0	9AS	0	**78**
77	6	6	5	5	7	6	6	5	6	4	6	4AS	9	8	8AS	7AS	0	0	9AK	0	**77**
76	6	6	5	5	7	6	6	5	5	3	5	4AK	8	8	7AK	6AK	0	0	8AS	0	**76**
75	6	6	5	5	7	6	6	5	5	3	5	3AS	8	7	7AS	6AS	0	0	8AK	0	**75**
74	6	6	5	5	6	6	5	4	5	3	5	3AK	8	7	7	6AK	0	0	8	0	**74**
73	6	5	5	4	6	5	5	4	5	3	4	3AS	8	7	6	5AS	0	0	0	0	**73**
72	5	5	5	4	6	5	5	4	4	2	4	2AK	8	7	6	5AK	0	0	0	0	**72**
71	5	5	4	4	6	5	5	4	4	2	4	2AS	7	6	6	5AS	0	0	0	0	**71**
70	5	5	4	4	6	5	4	3	4	2	3	2	7	6	6	4	0	0	0	0	**70**
69	5	5	4	4	5	5	4	3	4	0	3	0	7	6	5	4	0	0	0	0	**69**
68	5	5	4	3	5	4	4	3	4	0	3	0	7	6	5	0	0	0	0	0	**68**
67	5	5	4	3	5	4	4	3	3	0	2	0	7	6	5	0	0	0	0	0	**67**
64-66	5	4	3	3	5	4	3	2	3	0	2	0	6	5	4	0	0	0	0	0	**64-66**
59-63	4	4	2	2	4	3	2	1	2	0	0	0	5	4	0	0	0	0	0	0	**59-63**
54-58	4	3	2	1	3	2	1	0	0	0	0	0	4	0	0	0	0	0	0	0	**54-58**
50-53	3	3	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**50-53**
46-49	3	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**46-49**
40-45	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-45**
38-39	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**38-39**
30-37	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-37**
06-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-29**

Length: ca.5 feet
Weight: 5 pounds
Fumble Range: 01 – 08 UM

Range Modifiers: —

ALT -09

Flail

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	**150**
149	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	44EK	**149**
148	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	31EK	35EK	35EK	34EK	34EK	39EK	42EK	36EK	39EK	42EK	43EK	**148**
147	21EK	23EK	25EK	27EK	28EK	28EK	31EK	31EK	29EK	30EK	34EK	34EK	34EK	34EK	38EK	41EK	35EK	38EK	41EK	43EK	**147**
146	21EK	23EK	25EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	38EK	41EK	35EK	38EK	41EK	42EK	**146**
145	21EK	23EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	30EK	34EK	34EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	42EK	**145**
144	21EK	22EK	24EK	26EK	27EK	27EK	30EK	30EK	28EK	29EK	33EK	33EK	33EK	33EK	37EK	40EK	34EK	37EK	40EK	41EK	**144**
143	20EK	22EK	24EK	26EK	27EK	27EK	29EK	29EK	27EK	29EK	33EK	33EK	32EK	32EK	37EK	39EK	33EK	36EK	40EK	41EK	**143**
142	20EK	22EK	24EK	25EK	26EK	26EK	29EK	29EK	27EK	29EK	32EK	32EK	32EK	32EK	36EK	39EK	33EK	36EK	39EK	40EK	**142**
141	20EK	22EK	23EK	25EK	26EK	26EK	29EK	29EK	27EK	28EK	32EK	32EK	32EK	32EK	36EK	39EK	32EK	35EK	39EK	40EK	**141**
140	20DK	22DK	23EK	25EK	26EK	26EK	28EK	28EK	27EK	28EK	32EK	32EK	31EK	31EK	35EK	38EK	32EK	35EK	38EK	39EK	**140**
139	20DK	21DK	23EK	25EK	26EK	26EK	28EK	28EK	26EK	28EK	31EK	31EK	31EK	31EK	35EK	38EK	31EK	34EK	38EK	39EK	**139**
138	20DK	21DK	23DK	24EK	25EK	25EK	28EK	28EK	26EK	27EK	31EK	31EK	31EK	31EK	35EK	37EK	31EK	34EK	37EK	38EK	**138**
137	19DK	21DK	22DK	24EK	25EK	25EK	27EK	27EK	26EK	27EK	31EK	30EK	30EK	30EK	34EK	37EK	30EK	33EK	37EK	38EK	**137**
136	19DK	21DK	22DK	24EK	25DK	25DK	27EK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	34EK	36EK	30EK	33EK	37EK	37EK	**136**
135	19DK	21DK	22DK	23EK	25DK	24DK	27DK	27EK	25EK	26EK	30EK	30EK	30EK	30EK	33EK	36EK	30EK	32EK	36EK	37EK	**135**
134	19DK	20DK	22DK	23DK	24DK	24DK	26DK	26EK	25DK	26EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	32EK	36EK	36EK	**134**
133	19DK	20DK	21DK	23DK	24DK	24DK	26DK	26EK	24DK	25EK	29EK	29EK	29DK	29EK	33EK	35EK	29EK	31EK	35EK	36EK	**133**
132	19CK	20DK	21DK	23DK	24DK	24DK	26DK	26DK	24DK	25EK	29EK	29EK	29DK	29EK	32EK	35EK	28EK	31EK	35EK	35EK	**132**
131	18CK	20CK	21DK	22DK	24DK	23DK	26DK	25DK	24DK	25DK	28DK	28EK	29DK	28DK	32EK	34EK	28EK	30EK	35EK	35EK	**131**
130	18CK	20CK	21DK	22DK	23DK	23DK	25DK	25DK	24DK	24DK	28DK	28EK	28DK	28DK	31EK	34EK	27EK	30EK	34EK	34EK	**130**
129	18CK	19CK	21DK	22DK	23DK	23DK	25DK	25DK	23DK	24DK	27DK	27EK	28DK	28DK	31DK	33EK	27EK	29EK	34EK	34EK	**129**
128	18CK	19CK	20DK	22DK	23DK	23DK	25DK	24DK	23DK	24DK	27DK	27DK	28DK	27DK	31DK	33EK	26DK	29EK	33EK	33EK	**128**
127	18CK	19CK	20CK	21DK	23DK	22DK	24DK	24DK	23DK	23DK	27DK	27DK	27DK	27DK	30DK	32DK	26DK	28EK	33EK	33EK	**127**
126	18CK	19CK	20CK	21DK	22DK	22DK	24DK	24DK	22DK	23DK	26DK	26DK	27DK	27DK	30DK	32DK	25DK	28DK	32EK	32EK	**126**
125	17CK	19CK	20CK	21DK	22DK	22DK	24DK	23DK	22DK	23DK	26DK	26DK	27DK	26DK	29DK	31DK	25DK	28DK	32EK	32EK	**125**
124	17CK	18CK	19CK	20DK	22DK	22DK	23DK	23DK	22DK	22DK	26DK	25DK	26DK	26DK	29DK	31DK	24DK	27DK	32EK	31EK	**124**
123	17BK	18CK	19CK	20DK	22CK	21DK	23DK	23DK	21DK	22DK	25DK	25DK	26DK	26DK	29DK	31DK	24DK	27DK	31EK	31EK	**123**
122	17BK	18CK	19CK	20DK	21CK	21CK	23DK	22DK	21DK	21DK	25DK	25DK	26DK	25DK	28DK	30DK	23DK	26DK	31EK	30EK	**122**
121	17BK	18BK	19CK	20DK	21CK	21CK	22DK	22DK	21DK	21DK	24DK	24DK	25DK	25DK	28DK	30DK	23DK	26DK	30EK	30EK	**121**
120	17BK	18BK	18CK	19DK	21CK	20CK	22CK	22DK	21CK	21DK	24DK	24DK	25CK	25DK	27DK	29DK	23DK	25DK	30EK	29DK	**120**
119	16AK	17BK	18CK	19CK	21CK	20CK	22CK	21DK	20CK	20DK	24DK	23DK	25CK	24DK	27DK	29DK	22DK	25DK	29EK	29DK	**119**
118	16AK	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	22DK	24DK	29DK	28DK	**118**
117	16AP	17BK	18CK	19CK	20CK	20CK	21CK	21DK	20CK	20DK	23DK	23DK	24CK	24DK	26DK	28DK	21DP	24DK	29DK	28DK	**117**
116	16AK	17AK	17CK	18CK	20CK	19CK	21CK	20DK	19CK	19DK	22DK	22DK	24CK	23DK	26DK	27DK	21DK	23DK	28DK	27DK	**116**
115	16AP	17AK	17BK	18CK	20CK	19CK	21CK	20DK	19CK	19DK	22DK	22DK	24CK	23DK	25DK	27DK	20DP	23DP	28DK	27DK	**115**
114	16AK	16AP	17BK	18CK	19CK	19CK	20CK	20CK	19CK	19CK	22DK	22DK	23CK	23DK	25DK	27DK	20DK	22DK	27DK	26DP	**114**
113	15AP	16AK	17BK	17CK	19CK	19CK	20CK	19CK	19CK	18CK	21DK	21DK	23CK	22DK	24DK	26DK	19DP	22DP	27DK	26DK	**113**
112	15AK	16AP	16BK	17CK	19CK	18CK	20CK	19CK	18CK	18CK	21CK	21DK	23CK	22DK	24DK	26DK	19DK	21DK	27DK	25DP	**112**
111	15	16AK	16BK	17CK	19CK	18CK	19CK	19CK	18CK	18CK	21CK	20DK	22CK	22CK	24DK	25DK	18DP	21DP	26DK	25DK	**111**
110	15	16AP	16BK	17CK	18BK	18CK	19CK	18CK	18CK	17CK	20CK	20DK	22CK	21CK	23CK	25DK	18CK	20DK	26DK	24DP	**110**
109	15	15AK	16BK	16CK	18BK	18CK	19CK	18CK	17CK	17CK	20CK	20DK	22CK	21CK	23CK	24DK	17CP	20DP	25DP	24DK	**109**
108	15	15AP	16AK	16CK	18BK	17BK	18CK	18CK	17CK	16CK	19CK	19DK	21CK	21CK	22CK	24DK	17CK	19DK	25DK	23DP	**108**
107	14	15AK	15AK	16CK	18BK	17BK	18CK	17CK	17CK	16CK	19CK	19CK	21CK	20CK	22CK	23DK	17CP	19CP	24DP	23DK	**107**
106	14	15	15AP	16CK	17BP	17BK	18CK	17CK	16CK	16CK	19CK	18CK	21CK	20CK	22CK	23DK	16CK	18CK	24DK	22DP	**106**
105	14	15	15AK	15BK	17AK	16BK	17CK	17CK	16CK	15CK	18CK	18CK	20CK	20CK	21CK	23CK	16CP	18CP	24DP	22DK	**105**
104	14	14	15AP	15BK	17AP	16BK	17CK	16CK	16CK	15CK	18CK	18CK	20CP	19CK	21CK	22CK	15CK	17CK	23DK	21DP	**104**
103	14	14	14AK	15BK	17AK	16BK	17BK	16CK	16BP	15CK	17CK	17CK	20CK	19CK	20CK	22CK	15CP	17CP	23DP	21DK	**103**
102	14	14	14AP	14BK	16AP	16BK	16BK	16CK	15BK	14CK	17CK	17CK	19CP	19CK	20CK	21CK	14CK	17CK	22DK	20DP	**102**
101	13	14	14AK	14BK	16AK	15AP	16BK	15CK	15BP	14CK	17CK	16CK	19BK	18CP	20CK	21CK	14CP	16CP	22DP	20DK	**101**
100	13	14	14AP	14BK	16AP	15AK	16BK	15CK	15BK	14CK	16CK	16CK	19BP	18CK	19CK	20CK	13CK	16CK	22DK	19DP	**100**
99	13	13	13AK	14BK	16AK	15AP	16BK	15CK	14BP	13CK	16CK	16CK	19BK	18CP	19CK	20CK	13CP	15CP	21DP	19CK	**99**
98	13	13	13AP	13AP	15AP	15AK	15BP	14CK	14BK	13CP	16CK	15CK	18BP	17CK	18CP	20CP	12CK	15CK	21DK	18CP	**98**
97	13	13	13AK	13AK	15AK	14AP	15BK	14BK	14BP	13CK	15CK	15CK	18BK	17CP	18CK	19CK	12CP	14CP	20DP	18CK	**97**
96	13	13	13	13AP	15	14AK	15AP	14BK	13BK	12BP	15CK	15CK	18BP	17CK	18CP	19CP	11CK	14CK	20CK	17CP	**96**
95	12	13	12	13AK	14	14AP	14AK	13BK	13BP	12BK	14CP	14CK	17BK	16CP	17CK	18CK	11BP	13CP	19CP	17CK	**95**
94	12	12	12	12AP	14	14AK	14AP	13BK	13BK	11BP	14CK	14CK	17BP	16CK	17CP	18CP	10BK	13BK	19CK	16CP	**94**
93	12	12	12	12AK	14	13AP	14AK	13BK	13AP	11BK	14CP	13CK	17BK	16CP	16CK	17CK	10BP	12BP	19CP	16CK	**93**
92	12	12	12	12AP	14	13AK	13AP	12BK	12AK	11BP	13CK	13CK	16BP	15CK	16CP	17CP	10BK	12BK	18CK	15CP	**92**
91	12	12	11	12AK	13	13	13AK	12BK	12AP	10BK	13BP	13CK	16BK	15BP	15BK	16CK	9AP	11BP	18CP	15CK	**91**
90	12	12	11	11AP	13	12	13AP	12BP	12AK	10BP	12BK	12CP	16BP	15BK	15BP	16BP	9AK	11BK	17CK	14CP	**90**
89	11	11	11	11AK	13	12	12AK	11BK	11AP	10BK	12BP	12CK	15BK	14BP	15BK	16BK	8AP	10BP	17CP	14CK	**89**
88	11	11	11	11AP	13	12	12AP	11AP	11AK	9BP	12BK	11CP	15BP	14BK	14BP	15BP	8AK	10AK	16CK	13CP	**88**
87	11	11	11	10AK	12	12	12AK	11AK	11AP	9BK	11BP	11CK	15AK	14BP	14BK	15BK	7AS	9AP	16CP	13BK	**87**
86	11	11	10	10	12	11	11	10AP	11AK	9AP	11BK	11BP	14AP	13BK	13BP	14BP	7	9AK	16CK	12BP	**86**
85	11	11	10	10	12	11	11	10AK	10AP	8AK	11BP	10BK	14AK	13BP	13BK	14BK	6	8AP	15CP	12BK	**85**
84	11	10	10	10	12	11	11	10AP	10AK	8AP	10BK	10BP	14AP	13BK	13BP	13BP	6	8AK	15CK	11BP	**84**
83	10	10	10	9	11	11	11	9AK	10	8AK	10BP	9BK	14AK	12BP	12BK	13BK	5	7AS	14CP	11AK	**83**
82	10	10	9	9	11	10	10	9AP	9	7AP	9BK	9BP	13AP	12BK	12BP	12BP	5	7	14CK	10AP	**82**
81	10	10	9	9	11	10	10	9AK	9	7AK	9AP	9BK	13AK	12BP	11BK	12BK	4	0	14BP	10AK	**81**
80	10	10	9	9	11	10	10	8AP	9	6AP	9AK	8BP	13AP	11BK	11BP	12BP	4	0	13BK	9	**80**
79	10	9	9	8	10	10	9	8AK	8	6AK	8AP	8BK	12AK	11AP	11BK	11BK	0	0	13BP	0	**79**
78	10	9	8	8	10	9	9	8AP	8	6	8AK	8BP	12AP	11AK	10AP	11BP	0	0	12BK	0	**78**
77	9	9	8	8	10	9	9	7AK	8	5	7AP	7BK	12AK	10AP	10AK	10AK	0	0	12BP	0	**77**
76	9	9	8	7	10	9	8	7	8	5	7AK	7BP	11	10AK	9AP	10AP	0	0	11BK	0	**76**
75	9	9	8	7	9	8	8	7	7	5	7AP	6AK	11	10AP	9AK	9AK	0	0	11BP	0	**75**
74	9	8	7	7	9	8	8	6	7	4	6AK	6AP	11	9AK	9AP	9AP	0	0	11AK	0	**74**
73	9	8	7	7	9	8	7	6	7	4	6	6AK	10	9AP	8AK	8AK	0	0	10AP	0	**73**
72	9	8	7	6	9	8	7	6	6	4	6	5AP	10	9AK	8AP	8AP	0	0	10AK	0	**72**
71	8	8	7	6	8	7	7	5	6	3	5	5AK	10	8	7AK	8AK	0	0	9AP	0	**71**
70	8	8	6	6	8	7	6	5	6	3	5	4AP	9	8	7AP	7AP	0	0	9	0	**70**
69	8	7	6	6	8	7	6	5	5	0	4	4AK	9	8	7AK	7AK	0	0	0	0	**69**
68	8	7	6	5	8	7	6	4	5	0	4	4AP	9	7	6AP	6AP	0	0	0	0	**68**
67	8	7	6	5	7	6	6	4	5	0	4	3AK	9	7	6AK	6AK	0	0	0	0	**67**
66	8	7	6	5	7	6	5	4	5	0	3	3	8	7	5	5AP	0	0	0	0	**66**
65	7	7	5	4	7	6	5	3	4	0	3	0	8	6	5	5	0	0	0	0	**65**
60-64	7	6	4	3	5	4	3	2	3	0	0	0	6	5	0	0	0	0	0	0	**60-64**
55-59	6	5	3	2	4	3	2	0	0	0	0	0	5	0	0	0	0	0	0	0	**55-59**
50-54	5	4	2	0	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
45-49	4	3	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-49**
40-44	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-44**
30-39	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-39**
09-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**09-29**

Length: 2 – 3 feet
Weight: 2 – 3.5 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: 1' – 10': -15
11' – 25': -30
26' – 50': -45

ALT -10

Handaxe

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**150**
149	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18ES	20ES	24ES	24ES	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**149**
148	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	24EK	24EK	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**148**
147	11EK	13EK	15EK	17EK	18EK	18EK	21EK	21EK	18ES	20ES	24ES	24ES	18ES	18ES	23ES	26ES	20ES	23ES	26ES	28ES	**147**
146	11DK	13DK	15EK	17EK	18EK	18EK	21EK	21EK	18EK	20EK	23EK	23EK	18ES	18ES	23ES	25ES	20ES	22ES	26ES	27ES	**146**
145	11DK	13DK	15EK	17EK	18EK	18EK	20EK	20EK	18ES	19ES	23ES	23ES	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	**145**
144	11DK	13DK	15DK	17EK	18EK	18EK	20EK	20EK	17EK	19EK	23EK	23EK	18ES	18ES	22ES	25ES	19ES	22ES	25ES	27ES	**144**
143	11DK	13DK	15DK	16EK	17EK	17EK	20EK	20EK	17ES	19ES	23ES	23ES	17ES	17ES	22ES	25ES	19ES	22ES	25ES	26ES	**143**
142	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17EK	19EK	22EK	22EK	17ES	17ES	22ES	24ES	19ES	21ES	25ES	26ES	**142**
141	11CK	13CK	14DK	16EK	17DK	17DK	20DK	20EK	17ES	18ES	22ES	22ES	17ES	17ES	22ES	24ES	18ES	21ES	24ES	26ES	**141**
140	11CK	12CK	14DK	16DK	17DS	17DK	19DK	19EK	17DK	18EK	22EK	22EK	17DS	17ES	21ES	24ES	18EK	21ES	24ES	26ES	**140**
139	11CK	12CK	14DK	16DK	17DK	17DS	19DK	19EK	17DS	18ES	22ES	21ES	17DS	17ES	21ES	24ES	18ES	21EK	24ES	25ES	**139**
138	10CK	12CK	14DK	16DK	17DS	17DK	19DS	19DK	16DK	18EK	21EK	21EK	17DK	17ES	21ES	23ES	18EK	20ES	24ES	25EK	**138**
137	10CS	12CK	14CK	15DK	16DK	16DS	19DK	19DK	16DS	18DS	21DS	21ES	17DS	16DK	21ES	23ES	17ES	20EK	23ES	25ES	**137**
136	10CK	12CK	14CK	15DK	16DS	16DK	19DS	19DS	16DK	17DK	21DK	21EK	16DK	16DS	20EK	23ES	17DK	20ES	23EK	24EK	**136**
135	10BS	12BK	13CK	15DK	16DK	16DS	18DK	18DK	16DS	17DS	21DS	20ES	16DS	16DK	20DS	22EK	17DS	20EK	23ES	24ES	**135**
134	10BK	12BS	13CK	15DK	16DS	16DK	18DS	18DS	16DK	17DK	20DK	20EK	16DK	16DS	20DK	22ES	17DK	19ES	23EK	24EK	**134**
133	10BS	12BK	13CK	15DK	16DK	16DS	18DK	18DK	15DS	17DS	20DS	20DS	16DS	16DK	20DS	22EK	16DS	19DK	23ES	23ES	**133**
132	10BK	12BS	13CK	15DK	16CS	16DK	18DS	18DS	15DK	16DK	20DK	20DK	16DK	16DS	20DK	22DS	16DK	19DS	22EK	23EK	**132**
131	10BS	11BK	13CK	14DK	15CK	15CS	18CK	17DK	15DS	16DS	20DS	19DS	16DS	16DK	19DS	21DK	16DS	19DK	22ES	23ES	**131**
130	10BK	11BS	13CS	14DK	15CS	15CK	17CS	17DS	15CK	16DK	19DK	19DK	16CK	15DK	19DK	21DS	16DK	18DK	22EK	23EK	**130**
129	10AS	11BK	13CK	14CK	15CK	15CS	17CK	17DK	15CS	16DS	19DS	19DS	15CK	15DK	19DS	21DS	16DS	18DK	22ES	22ES	**129**
128	10AK	11AS	12BS	14CK	15CS	15CK	17CS	17DS	15CK	16DK	19DK	18DK	15CK	15DS	19DK	21DS	15DK	18DS	21EK	22EK	**128**
127	10AS	11AK	12BK	14CK	15CK	15CS	17CK	17DK	14CS	15DS	19DS	18DS	15CS	15DK	18DS	20DK	15DS	18DK	21ES	22ES	**127**
126	9AK	11AS	12BS	14CS	15CS	15CK	17CS	16DS	14CK	15DK	18DK	18DK	15CK	15DS	18DK	20DS	15DK	17DS	21EK	21DK	**126**
125	9AS	11AK	12BK	13CK	15CK	14CS	16CK	16DK	14CS	15DS	18DS	18DS	15CS	15DK	18DS	20DK	15DS	17DK	21ES	21DS	**125**
124	9AK	11AS	12BS	13CS	14CS	14CK	16CS	16CS	14CK	15CK	18DK	17DK	15CK	14DS	18DK	20DS	14CK	17DS	20DK	21DK	**124**
123	9AS	11AK	12BK	13CK	14CK	14CS	16CK	16CK	14CS	14CS	18DS	17DS	14CS	14DK	18DS	19DK	14CS	17DK	20DS	21DS	**123**
122	9AK	10AS	12BS	13CS	14BS	14CK	16CS	16CS	13CK	14CK	17CK	17DK	14CK	14DS	17DK	19DS	14CK	16DS	20DK	20DK	**122**
121	9AS	10AK	12BK	13CK	14BK	14CS	16CK	15CK	13CS	14CS	17CS	17DS	14CS	14CK	17DS	19DK	14CS	16DK	20DS	20DS	**121**
120	9AK	10AS	11BS	13CS	14BS	14BK	15CS	15CS	13CK	14CK	17CK	16DK	14CK	14CS	17DK	18DS	13CK	16DS	19DK	20DK	**120**
119	9	10AK	11AK	12CK	14BK	13BS	15CK	15CK	13CS	13CS	16CS	16DS	14CS	14CK	17CS	18DK	13CS	16CK	19DS	19DS	**119**
118	9	10AS	11AS	12BS	13BS	13BK	15CS	15CS	13CK	13CK	16CK	16DK	14CK	13CS	16CK	18DS	13CK	15CS	19DK	19DK	**118**
117	9	10AK	11AK	12BK	13BK	13BS	15CK	14CK	13CS	13CS	16CS	15DS	14CS	13CK	16CS	18DK	13CS	15CK	19DS	19DS	**117**
116	9	10AS	11AS	12BS	13BS	13BK	15BS	14CS	12CK	13CK	16CK	15DK	13CK	13CS	16CK	17DS	12CK	15CS	19DK	18DK	**116**
115	9	10AK	11AK	12BK	13BK	13BS	14BK	14CK	12BS	13CS	15CS	15CS	13BS	13CK	16CS	17DK	12CS	15CK	18DS	18DS	**115**
114	8	10	11AS	12BS	13AS	13BK	14BS	14CS	12BK	12CK	15CK	15CK	13BK	13CS	16CK	17DS	12CK	14CS	18DK	18DK	**114**
113	8	9	10AK	11BK	13AK	12BS	14BK	14CK	12BS	12CS	15CS	14CS	13BS	13CK	15CS	17CK	12BS	14CK	18DS	18DS	**113**
112	8	9	10AS	11BS	12AS	12BK	14BS	13CS	12BK	12CK	15CK	14CK	13BK	13CS	15CK	16CS	11BK	14CS	18DK	17DK	**112**
111	8	9	10AK	11BK	12AK	12BS	14BK	13CK	11BS	12CS	14CS	14CS	13BS	12CK	15CS	16CK	11BS	14CK	17DS	17DS	**111**
110	8	9	10AS	11BS	12AS	12AK	13BS	13BS	11BK	11CK	14CK	14CK	13BK	12CS	15CK	16CK	11BK	13CS	17DK	17CK	**110**
109	8	9	10AK	11BK	12AK	12AS	13BK	13BK	11BS	11BS	14CS	13CS	12BS	12CK	14CS	16CK	11BS	13BK	17DS	16CS	**109**
108	8	9	10AS	11AS	12AS	12AK	13BS	13BS	11BK	11BK	14CK	13CK	12BK	12CS	14CK	15CS	11BK	13BS	17DK	16CK	**108**
107	8	9	10AK	10AK	12AK	11AS	13BK	12BK	11BS	11BS	13CS	13CS	12BS	12CK	14CS	15CK	10AS	13BK	16CS	16CS	**107**
106	8	9	9AS	10AS	12AS	11AK	13AS	12BS	11BK	11BK	13CK	12CK	12BK	12CS	14CK	15CS	10AK	12BS	16CK	15CK	**106**
105	8	9	9AK	10AK	11AK	11AS	12AK	12BK	10BS	10BS	13CS	12CS	12BS	11BK	14BS	14CK	10AS	12BK	16CS	15CS	**105**
104	8	8	9	10AS	11	11AK	12AS	12BS	10BK	10BK	13BK	12CK	12BK	11BS	13BK	14CS	10AK	12BS	16CK	15CK	**104**
103	7	8	9	10AK	11	11AS	12AK	12BK	10BS	10BS	12BS	12CS	12BS	11BK	13BS	14CK	9AS	12BK	15CS	15CS	**103**
102	7	8	9	10AS	11	11AK	12AS	11BS	10AK	10BK	12BK	11CK	11BK	11BS	13BK	14BS	9AK	11BS	15CK	14BK	**102**
101	7	8	9	9AK	11	10AS	12AK	11BK	10AS	9BS	12BS	11CS	11AS	11BK	13BS	13BK	9AS	11AK	15CS	14BS	**101**
100	7	8	9	9AS	11	10AK	11AS	11BS	9AK	9BK	12BK	11CK	11AK	11BS	13BK	13BS	9AK	11AS	15CK	14BK	**100**
99	7	8	8	9AK	10	10	11AK	11BK	9AS	9BS	11BS	11CS	11AS	11BK	12BS	13BK	8	11AK	15CS	13BS	**99**
98	7	8	8	9AS	10	10	11AS	10AS	9AK	9BK	11BK	10CK	11AK	10BS	12BK	13BS	8	10AS	14CK	13BK	**98**
97	7	8	8	9AK	10	10	11AK	10AK	9AS	9BS	11BS	10CS	11AS	10BK	12BS	12BK	8	10AK	14CS	13BS	**97**
96	7	8	8	9AS	10	10	11AS	10AS	9AK	8AK	11BK	10BK	10AK	10BS	12BK	12BS	8	10AS	14CK	13AK	**96**
95	7	7	8	9AK	10	9	10AK	10AK	9AS	8AS	10BS	9BS	10AS	10BK	11BS	12BK	7	10AK	14BS	12AS	**95**
94	7	7	8	8	10	9	10	10AS	8AK	8AK	10BK	9BK	10AK	10BS	11BK	12BS	7	9	13BK	12AK	**94**
93	7	7	8	8	9	9	10	9AK	8AS	8AS	10BS	9BS	10AS	10BK	11BS	11BK	7	9	13BS	12AS	**93**
92	7	7	8	8	9	9	10	9AS	8AK	7AK	10BK	9BK	10AK	9AS	11BK	11BS	7	9	13BK	11AK	**92**
91	6	7	7	8	9	9	10	9AK	8	7AS	9AS	8BS	10AS	9AK	11BS	11BK	7	9	13BS	11AS	**91**
90	6	7	7	8	9	9	9	9AS	8	7AK	9AK	8BK	10AK	9AS	10AK	10BS	6	8	12BK	11AK	**90**
89	6	7	7	8	9	8	9	9AK	7	7AS	9AS	8BS	9	9AK	10AS	10BK	6	8	12BS	10	**89**
88	6	7	7	7	9	8	9	8AS	7	6AK	8AK	8BK	9	9AS	10AK	10BS	6	8	12BK	10	**88**
87	6	7	7	7	9	8	9	8AK	7	6AS	8AS	7BS	9	9AK	10AS	10AK	6	8	12BS	10	**87**
86	6	7	7	7	8	8	9	8AS	7	6	8AK	7BK	9	8AS	9AK	9AS	5	7	11AK	10	**86**
85	6	6	7	7	8	8	8	8AK	7	6	8AS	7BS	9	8AK	9AS	9AK	5	7	11AS	9	**85**
84	6	6	6	7	8	8	8	7	7	6	7AK	6BK	9	8	9AK	9AS	5	7	11AK	9	**84**
83	6	6	6	7	8	7	8	7	6	5	7AS	6BS	9	8	9AS	9AK	5	7	11AS	9	**83**
82	6	6	6	6	8	7	8	7	6	5	7AK	6BK	8	8	9AK	8AS	4	6	11AK	8	**82**
81	6	6	6	6	8	7	8	7	6	5	7	6AS	8	8	8AS	8AK	4	6	10AS	8	**81**
80	6	6	6	6	7	7	7	7	6	5	6	5AK	8	8	8AK	8AS	4	6	10AK	8	**80**
79	5	6	6	6	7	7	7	6	6	4	6	5AS	8	7	8	8AK	4	0	10	0	**79**
78	5	6	6	6	7	7	7	6	5	4	6	5AK	8	7	8	7AS	3	0	10	0	**78**
77	5	6	5	6	7	6	7	6	5	4	6	5AS	8	7	7	7AK	3	0	9	0	**77**
76	5	5	5	5	7	6	7	6	5	4	5	4AK	8	7	7	7AS	3	0	9	0	**76**
75	5	5	5	5	7	6	6	6	5	4	5	4AS	7	7	7	6AK	3	0	9	0	**75**
74	5	5	5	5	6	6	6	5	5	3	5	4AK	7	7	7	6	0	0	9	0	**74**
73	5	5	5	5	6	6	6	5	5	3	5	3AS	7	6	7	6	0	0	8	0	**73**
72	5	5	5	5	6	6	6	5	4	3	4	3AK	7	6	6	6	0	0	8	0	**72**
71	5	5	5	5	6	5	6	5	4	3	4	3	7	6	6	5	0	0	8	0	**71**
70	5	5	4	4	6	5	5	5	4	2	4	3	7	6	6	5	0	0	8	0	**70**
69	5	5	4	4	6	5	5	4	4	2	4	2	6	6	6	5	0	0	0	0	**69**
68	5	5	4	4	6	5	5	4	4	2	3	2	6	6	5	5	0	0	0	0	**68**
67	4	4	4	4	5	5	5	4	3	2	3	2	6	6	5	4	0	0	0	0	**67**
65-66	4	4	4	4	5	4	4	3	3	0	3	0	6	5	5	4	0	0	0	0	**65-66**
61-64	4	4	3	3	4	4	4	3	2	0	2	0	5	5	4	0	0	0	0	0	**61-64**
56-60	4	4	3	2	4	3	3	2	2	0	0	0	5	4	0	0	0	0	0	0	**56-60**
51-55	3	3	2	2	3	2	2	1	0	0	0	0	4	0	0	0	0	0	0	0	**51-55**
47-50	3	2	2	1	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	**47-50**
42-46	2	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**42-46**
32-41	2	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**32-41**
22-31	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**22-31**
05-21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-21**

Length: 3.5 – 4.5
Weight: 8 – 12 pounds
Fumble Range: 01 – 05 UM

Range Modifiers: 1' – 20': +30
21' – 100': +0
101' – 200': -25

ALT-11

Heavy Crossbow

Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**150**
149	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**149**
148	14EP	16EP	18EP	20EP	24EP	24EP	27EP	27EP	23EP	25EP	29EP	29EP	23EP	23EP	28EP	31EP	25EP	28EP	31EP	33EP	**148**
147	14EP	16EP	18EP	20EP	24EP	24EP	27EP	26EP	23EP	24EP	28EP	28EP	23EP	23EP	28EP	31EP	24EP	27EP	31EP	32EP	**147**
146	14EP	16EP	18EP	20EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	23EP	23EP	27EP	30EP	24EP	27EP	30EP	32EP	**146**
145	14EP	16EP	18EP	19EP	23EP	23EP	26EP	26EP	22EP	24EP	28EP	28EP	22EP	22EP	27EP	30EP	24EP	27EP	30EP	31EP	**145**
144	14DP	16DP	17EP	19EP	23EP	23EP	26EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	23EP	26EP	30EP	31EP	**144**
143	14DP	15DP	17EP	19EP	23EP	23EP	25EP	25EP	22EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	26EP	29EP	31EP	**143**
142	13DP	15DP	17DP	19EP	22EP	22EP	25EP	25EP	21EP	23EP	27EP	27EP	22EP	22EP	26EP	29EP	23EP	25EP	29EP	30EP	**142**
141	13DP	15DP	17DP	18EP	22EP	22EP	25EP	24EP	21DP	22EP	26EP	26EP	22EP	21EP	26EP	29EP	22EP	25EP	29EP	30EP	**141**
140	13DP	15DP	17DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	26EP	26EP	21EP	21EP	26EP	28EP	22EP	25EP	28EP	29EP	**140**
139	13DP	15DP	16DP	18EP	22EP	22EP	24EP	24EP	21DP	22EP	25EP	25EP	21EP	21EP	25EP	28EP	22EP	24EP	28EP	29EP	**139**
138	13CP	15CP	16DP	18DP	21DP	21DP	24DP	23EP	20DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	21EP	24EP	28EP	29EP	**138**
137	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	25DP	25EP	21DP	20EP	25EP	27EP	21EP	24EP	27EP	28EP	**137**
136	13CP	14CP	16DP	17DP	21DP	21DP	23DP	23EP	20DP	21DP	24DP	24EP	20DP	20EP	24EP	27EP	21EP	23EP	27EP	28EP	**136**
135	13CP	14CP	16DP	17DP	21DP	21DP	23DP	22DP	19DP	20DP	24DP	24EP	20DP	20EP	24EP	27EP	20EP	23EP	27EP	27EP	**135**
134	12CP	14CP	15DP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	24DP	24DP	20DP	20DP	24EP	26EP	20EP	22EP	26EP	27EP	**134**
133	12CP	14CP	15CP	17DP	20DP	20DP	22DP	22DP	19DP	20DP	23DP	23DP	20DP	20DP	23DP	26EP	20DP	22EP	26EP	27EP	**133**
132	12CP	14CP	15CP	16DP	20DP	20DP	22DP	21DP	19CP	19DP	23DP	23DP	20DP	19DP	23DP	26EP	19DP	22EP	26EP	26EP	**132**
131	12CP	13CP	15CP	16DP	20DP	19DP	22DP	21DP	18CP	19DP	22DP	23DP	19DP	19DP	23DP	25EP	19DP	21EP	25EP	26EP	**131**
130	12BP	13BP	15CP	16DP	19DP	19DP	21DP	21DP	18CP	19DP	22DP	22DP	19DP	19DP	23DP	25DP	19DP	21DP	25EP	25EP	**130**
129	12BP	13BP	14CP	16DP	19DP	19DP	21DP	20DP	18CP	18DP	22DP	22DP	19DP	19DP	22DP	25DP	18DP	21DP	25EP	25EP	**129**
128	12BP	13BP	14CP	15DP	19DP	19DP	21DP	20DP	18CP	18DP	21DP	21DP	19DP	18DP	22DP	24DP	18DP	20DP	24EP	25EP	**128**
127	12BP	13BP	14CP	15DP	19DP	18DP	20DP	20DP	17CP	18DP	21DP	21DP	18DP	18DP	22DP	24DP	17DP	20DP	24EP	24EP	**127**
126	11BP	13BP	14CP	15DP	18DP	18DP	20DP	19DP	17CP	17DP	21DP	21DP	18DP	18DP	21DP	24DP	17DP	19DP	24EP	24EP	**126**
125	11BP	13BP	14CP	15CP	18CP	18DP	20CP	19DP	17CP	17DP	20DP	20DP	18DP	18DP	21DP	23DP	17DP	19DP	23EP	23EP	**125**
124	11AP	12BP	13CP	14CP	18CP	18CP	19CP	19DP	16CP	17CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	19DP	23EP	23EP	**124**
123	11AP	12BP	13BP	14CP	18CP	17CP	19CP	18DP	16CP	16CP	20DP	20DP	18CP	17DP	21DP	23DP	16DP	18DP	23EP	23DP	**123**
122	11AP	12AP	13BP	14CP	17CP	17CP	19CP	18DP	16CP	16CP	19CP	19DP	17CP	17DP	20DP	22DP	16DP	18DP	23DP	22DP	**122**
121	11AP	12AP	13BP	14CP	17CP	17CP	18CP	18DP	16CP	16CP	19CP	19DP	17CP	17DP	20DP	22DP	15DP	18DP	22DP	22DP	**121**
120	11AP	12AP	13BP	14CP	17CP	17CP	18CP	17DP	15CP	15CP	18CP	19DP	17CP	17DP	20DP	22DP	15DP	17DP	22DP	21DP	**120**
119	11AP	12AP	12BP	13CP	17CP	16CP	18CP	17DP	15CP	15CP	18CP	18DP	17CP	16DP	19DP	21DP	15CP	17DP	22DP	21DP	**119**
118	10AP	11AP	12BP	13CP	16CP	16CP	17CP	17CP	15CP	15CP	18CP	18DP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	21DP	**118**
117	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	15BP	14CP	17CP	17CP	16CP	16DP	19DP	21DP	14CP	16DP	21DP	20DP	**117**
116	10AP	11AP	12BP	13CP	16CP	16CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	16DP	18DP	20DP	14CP	16DP	21DP	20DP	**116**
115	10AK	11AP	12BP	12CP	16CP	15CP	17CP	16CP	14BP	14CP	17CP	17CP	16CP	15DP	18DP	20DP	13CP	15DP	20DP	19DP	**115**
114	10	11AP	11BP	12CP	15CP	15CP	16CP	15CP	14BP	13CP	16CP	16CP	16CP	15CP	18CP	20DP	13CP	15CP	20DP	19DP	**114**
113	10	11AP	11AP	12BP	15CP	15CP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	15CP	18CP	19DP	13CP	15CP	20DP	19DP	**113**
112	10	10AP	11AP	12BP	15BP	14CP	16CP	15CP	13BP	13CP	15CP	16CP	15CP	15CP	17CP	19DP	12CP	14CP	19DP	18DP	**112**
111	10	10AP	11AP	11BP	15BP	14CP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	12CP	14CP	19DP	18DP	**111**
110	9	10AK	11AP	11BP	14BP	14BP	15CP	14CP	13BP	12CP	15CP	15CP	15CP	14CP	17CP	18DP	12CP	13CP	19DP	17DP	**110**
109	9	10	10AP	11BP	14BP	14BP	15CP	14CP	12BP	12CP	14CP	15CP	14CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	**109**
108	9	10	10AP	11BP	14BP	13BP	14CP	13CP	12BP	11BP	14CP	14CP	14CP	14CP	16CP	18CP	11CP	13CP	18DP	17DP	**108**
107	9	10	10AP	10BP	14BP	13BP	14BP	13CP	12BP	11BP	14CP	14CP	14CP	13CP	16CP	17CP	11BP	12CP	18DP	16DP	**107**
106	9	10	10AP	10BP	13BP	13BP	14BP	13CP	12BP	11BP	13CP	13CP	14BP	13CP	16CP	17CP	10BP	12CP	17DP	16DP	**106**
105	9	9	10AP	10BP	13BP	13BP	13BP	12CP	11BP	10BP	13CP	13CP	14BP	13CP	15CP	17CP	10BP	12CP	17DP	15DP	**105**
104	9	9	9AP	10BP	13AP	12BP	13BP	12CP	11BP	10BP	13BP	13CP	13BP	13CP	15CP	16CP	9BP	11BP	17DP	15CP	**104**
103	9	9	9AP	10AP	13AP	12BP	13BP	12CP	11AP	10BP	12BP	12CP	13BP	13CP	15CP	16CP	9BP	11BP	16CP	15CP	**103**
102	8	9	9AP	9AP	12AP	12BP	12BP	11CP	10AP	9BP	12BP	12CP	13BP	12CP	14CP	16CP	9BP	10BP	16CP	14CP	**102**
101	8	9	9AP	9AP	12AP	12BP	12BP	11BP	10AP	9BP	11BP	12CP	13BP	12CP	14CP	15CP	8AP	10BP	16CP	14CP	**101**
100	8	9	9AK	9AP	12AP	11AP	12BP	11BP	10AP	9BP	11BP	11CP	13BP	12CP	14CP	15CP	8AP	10BP	15CP	13CP	**100**
99	8	8	8	9AP	12AP	11AP	11BP	10BP	10AP	8BP	11BP	11BP	12BP	12CP	13CP	15CP	8AP	9BP	15CP	13CP	**99**
98	8	8	8	8AP	11AP	11AP	11BP	10BP	9AP	8BP	10BP	11BP	12BP	11CP	13BP	14CP	7AP	9BP	15CP	13CP	**98**
97	8	8	8	8AP	11AP	11AP	11AP	10BP	9AP	8BP	10BP	10BP	12BP	11CP	13BP	14BP	7AP	9BP	15CP	12BP	**97**
96	8	8	8	8AP	11AP	10AP	11AP	9BP	9AP	7BP	10BP	10BP	12BP	11CP	13BP	14BP	7BP	8AP	14CP	12BP	**96**
95	8	8	8	8AP	11AK	10AP	10AP	9BP	9AP	7BP	9BP	9BP	11BP	11CP	12BP	13BP	6AK	8AP	14CP	11BP	**95**
94	7	8	7	7AP	10	10AP	10AP	9BP	8AP	7AP	9BP	9BP	11BP	10BP	12BP	13BP	6	7AP	14CP	11BP	**94**
93	7	7	7	7AP	10	9AP	10AP	8BP	8AP	6AP	8BP	9BP	11BP	10BP	12BP	13BP	6	7AP	13CP	11BP	**93**
92	7	7	7	7AP	10	9AP	9AP	8BP	8AP	6AP	8BP	8BP	11BP	10BP	11BP	12BP	5	7AP	13CP	10BP	**92**
91	7	7	7	7AP	10	9AP	9AP	8BP	7AP	6AP	8BP	8BP	11BP	10BP	11BP	12BP	5	6AP	13BP	10AP	**91**
90	7	7	7	7AK	9	9AK	9AP	7BP	7AK	5AP	7AP	8BP	10BP	10BP	11BP	12BP	5	6AK	12BP	9AP	**90**
89	7	7	6	6	9	8	8AP	7AP	7	5AP	7AP	7BP	10BP	9BP	11BP	11BP	4	0	12BP	9AP	**89**
88	7	7	6	6	9	8	8AP	7AP	7	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	0	12BP	9AP	**88**
87	7	7	6	6	9	8	8AP	6AP	6	4AP	6AP	7BP	10AP	9BP	10BP	11BP	4	0	11BP	8AK	**87**
86	6	6	6	6	8	8	7AP	6AP	6	4AP	6AP	6BP	9AP	9BP	10BP	10BP	3	0	11BP	8	**86**
85	6	6	6	5	8	7	7AK	6AP	6	4AK	6AP	6BP	9AP	8BP	9BP	10BP	3	0	11BP	0	**85**
84	6	6	5	5	8	7	7	5AP	6	3	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10BP	0	**84**
83	6	6	5	5	8	7	6	5AP	5	3	5AP	5AP	9AP	8BP	9BP	9BP	0	0	10BP	0	**83**
82	6	6	5	5	7	7	6	5AP	5	3	4AP	5AP	9AP	8BP	8BP	9BP	0	0	10AP	0	**82**
81	6	6	5	4	7	6	6	4AP	5	2	4AP	4AP	8AP	7BP	8AP	9BP	0	0	9AP	0	**81**
80	6	5	5	4	7	6	6	4AP	4	2	4AK	4AP	8AP	7BP	8AP	8AP	0	0	9AP	0	**80**
79	6	5	4	4	7	6	5	4AP	4	0	3	4AP	8AP	7BP	8AP	8AP	0	0	9AP	0	**79**
78	5	5	4	4	6	6	5	3AP	4	0	3	3AP	8AP	7AP	7AP	8AP	0	0	8AP	0	**78**
77	5	5	4	4	6	5	5	3AP	4	0	3	3AP	7AP	7AP	7AP	7AP	0	0	8AK	0	**77**
76	5	5	4	3	6	5	4	3AP	3	0	2	3AP	7AP	6AP	7AP	7AP	0	0	8	0	**76**
75	5	5	4	3	6	5	4	2AK	3	0	2	2AK	7AK	6AP	6AP	7AP	0	0	0	0	**75**
74	5	4	3	3	5	4	4	2	3	0	0	2	7	6AP	6AP	6AP	0	0	0	0	**74**
73	5	4	3	3	5	4	3	2	3	0	0	0	7	6AP	6AP	6AP	0	0	0	0	**73**
72	5	4	3	2	5	4	3	1	2	0	0	0	6	5AP	6AP	6AP	0	0	0	0	**72**
71	5	4	3	2	5	4	3	1	2	0	0	0	6	5AP	5AP	5AP	0	0	0	0	**71**
70	4	4	3	2	4	3	2	1	2	0	0	0	6	5AK	5AP	5AP	0	0	0	0	**70**
69	4	4	2	2	4	3	2	0	0	0	0	0	6	5	5AP	5AP	0	0	0	0	**69**
68	4	4	2	1	4	3	2	0	0	0	0	0	5	4	4AP	4AP	0	0	0	0	**68**
67	4	3	2	1	4	3	1	0	0	0	0	0	5	4	4AK	4AK	0	0	0	0	**67**
66	4	3	2	1	3	2	1	0	0	0	0	0	5	4	4	4	0	0	0	0	**66**
65	4	3	2	1	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	**65**
64	4	3	1	0	3	2	0	0	0	0	0	0	5	0	0	0	0	0	0	0	**64**
63	4	3	1	0	3	2	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**63**
60-62	3	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**60-62**
56-59	3	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**56-59**
50-55	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-55**
45-49	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-49**
06-44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-44**

Length: 3 – 7 feet
Weight: 3 – 3.5 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: 1' – 10': +0
11' – 50': -20
51' – 100': -40

ALT-12
Javelin
Pole Arm

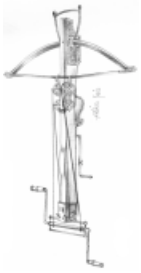
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	150
149	6EP	8EP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	149
148	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	148
147	6DP	8DP	10EP	12EP	15EP	15EP	18EP	18EP	16EP	18EP	22EP	22EP	16EP	16EP	21EP	24EP	18EP	21EP	24EP	26EP	147
146	6CP	8CP	10DP	12EP	15EP	15EP	18EP	18EP	16EP	17EP	21EP	21EP	16EP	16EP	21EP	23EP	17EP	20EP	24EP	25EP	146
145	6CP	8CP	10DP	12EP	15EP	15EP	17EP	17EP	16EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	145
144	6CP	8CP	10DP	12EP	15EP	14EP	17EP	17EP	15EP	17EP	21EP	21EP	16EP	16EP	20EP	23EP	17EP	20EP	23EP	25EP	144
143	6BP	8CP	10DP	11DP	14DP	14DP	17EP	17EP	15DP	17EP	20EP	20EP	15EP	15EP	20EP	23EP	17EP	20EP	23EP	24EP	143
142	6BP	8BP	10CP	11DP	14DP	14DP	17DP	17EP	15DP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	16EP	19EP	23EP	24EP	142
141	6BP	8BP	9CP	11DP	14DP	14DP	17DP	16EP	15DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	16EP	19EP	22EP	24EP	141
140	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16EP	15DP	16DP	20DP	20EP	15DP	15EP	19EP	22EP	16EP	19EP	22EP	23EP	140
139	6AP	8BP	9CP	11DP	14DP	14DP	16DP	16DP	14DP	16DP	19DP	19EP	15DP	15EP	19EP	21EP	16EP	18EP	22EP	23EP	139
138	6AP	8AP	9CP	11DP	14DP	13DP	16DP	16DP	14DP	15DP	19DP	19EP	15DP	15DP	19EP	21EP	15EP	18EP	22EP	23EP	138
137	6AP	7AP	9CP	11DP	13DP	13DP	16DP	15DP	14DP	15DP	19DP	19EP	15DP	14DP	18EP	21EP	15DP	18EP	21EP	22EP	137
136	6AP	7AP	9BP	10DP	13CP	13DP	15DP	15DP	14DP	15DP	18DP	18DP	14DP	14DP	18DP	21EP	15DP	18EP	21EP	22EP	136
135	6AK	7AP	9BP	10CP	13CP	13CP	15DP	15DP	14CP	15DP	18DP	18DP	14DP	14DP	18DP	20EP	15DP	17EP	21EP	22EP	135
134	6	7AP	9BP	10CP	13CP	13CP	15DP	15DP	13CP	14DP	18DP	18DP	14DP	14DP	18DP	20EP	14DP	17DP	21EP	22EP	134
133	6	7AP	9BP	10CP	13CP	13CP	15CP	15DP	13CP	14DP	18DP	17DP	14DP	14DP	18DP	20DP	14DP	17DP	20EP	21EP	133
132	5	7AP	9BP	10CP	13CP	12CP	15CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	20DP	14DP	17DP	20EP	21EP	132
131	5	7AP	9BP	10CP	12CP	12CP	14CP	14DP	13CP	14DP	17DP	17DP	14DP	14DP	17DP	19DP	14DP	16DP	20EP	21EP	131
130	5	7AK	8BP	10CP	12CP	12CP	14CP	14DP	13CP	13DP	17DP	17DP	14CP	13DP	17DP	19DP	13DP	16DP	20EP	20EP	130
129	5	7	8AP	9CP	12BP	12CP	14CP	14DP	12CP	13CP	16DP	16DP	13CP	13DP	17DP	19DP	13DP	16DP	19EP	20EP	129
128	5	7	8AP	9BP	12BP	12CP	14CP	13DP	12CP	13CP	16DP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	20EP	128
127	5	7	8AP	9BP	12BP	12BP	14CP	13CP	12CP	13CP	16CP	16DP	13CP	13DP	16DP	18DP	13DP	15DP	19EP	19DP	127
126	5	7	8AP	9BP	12BP	11BP	13CP	13CP	12CP	12CP	16CP	15DP	13CP	13DP	16DP	18DP	12DP	15DP	19DP	19DP	126
125	5	6	8AP	9BP	11AP	11BP	13CP	13CP	12CP	12CP	15CP	15DP	13CP	13DP	16DP	18DP	12CP	15DP	19DP	19DP	125
124	5	6	8AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	124
123	5	6	7AP	9BP	11AP	11BP	13CP	12CP	11CP	12CP	15CP	15DP	13CP	12DP	15DP	17DP	12CP	14DP	18DP	18DP	123
122	5	6	7AP	8BP	11AP	11BP	12CP	12CP	11BP	11CP	14CP	14DP	12CP	12CP	15DP	17DP	11CP	14DP	18DP	18DP	122
121	5	6	7AP	8AP	11AP	11AP	12BP	12CP	11BP	11CP	14CP	14DP	12CP	12CP	15CP	16DP	11CP	13CP	18DP	17DP	121
120	5	6	7AK	8AP	11AP	10AP	12BP	12CP	11BP	11CP	14CP	14CP	12CP	12CP	15CP	16DP	11CP	13CP	17DP	17DP	120
119	5	6	7	8AP	10AP	10AP	12BP	11CP	11BP	11CP	14CP	13CP	12CP	12CP	14CP	16DP	11CP	13CP	17DP	17DP	119
118	5	6	7	8AP	10AP	10AP	12BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	16DP	10CP	13CP	17DP	17DP	118
117	5	6	7	8AP	10AK	10AP	11BP	11CP	10BP	10CP	13CP	13CP	12CP	11CP	14CP	15DP	10CP	12CP	17DP	16DP	117
116	5	6	7	8AP	10	10AP	11BP	11CP	10BP	10BP	13CP	12CP	11CP	11CP	14CP	15DP	10CP	12CP	16DP	16DP	116
115	5	6	7	7AP	10	10AP	11AP	10BP	10BP	10BP	12CP	12CP	11BP	11CP	13CP	15CP	10CP	12CP	16DP	16DP	115
114	4	6	6	7AP	10	9AP	11AP	10BP	10BP	9BP	12CP	12CP	11BP	11CP	13CP	15CP	9CP	12CP	16DP	15DP	114
113	4	5	6	7AP	10	9AP	10AP	10BP	9BP	9BP	12CP	12CP	11BP	11CP	13CP	14CP	9BP	11CP	16DP	15DP	113
112	4	5	6	7AP	9	9AK	10AP	10BP	9BP	9BP	12CP	11CP	11BP	11CP	13CP	14CP	9BP	11CP	15DP	15CP	112
111	4	5	6	7AP	9	9	10AP	9BP	9BP	9BP	11BP	11CP	11BP	10CP	12CP	14CP	9BP	11BP	15DP	14CP	111
110	4	5	6	7AK	9	9	10AP	9BP	9AP	8BP	11BP	11CP	11BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	110
109	4	5	6	7	9	9	10AP	9BP	9AP	8BP	11BP	10CP	10BP	10CP	12CP	13CP	8BP	10BP	15CP	14CP	109
108	4	5	6	6	9	8	9AP	9BP	8AP	8BP	10BP	10CP	10BP	10CP	12CP	13CP	8BP	10BP	14CP	13CP	108
107	4	5	6	6	9	8	9AK	9AP	8AP	8BP	10BP	10CP	10BP	10CP	12BP	13CP	8BP	10BP	14CP	13CP	107
106	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	10BP	11BP	12CP	7AP	9BP	14CP	13CP	106
105	4	5	5	6	8	8	9	8AP	8AP	7BP	10BP	9CP	10BP	9BP	11BP	12CP	7AP	9BP	14CP	12CP	105
104	4	5	5	6	8	8	9	8AP	8AP	7AP	9BP	9CP	10BP	9BP	11BP	12BP	7AP	9BP	13CP	12CP	104
103	4	5	5	6	8	7	8	8AP	7AP	7AP	9BP	9BP	10BP	9BP	11BP	12BP	7AP	9AP	13CP	12BP	103
102	4	5	5	6	8	7	8	7AP	7AP	6AP	9BP	8BP	9BP	9BP	10BP	11BP	6AP	8AP	13CP	12BP	102
101	4	4	5	5	8	7	8	7AP	7AP	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AP	8AP	13CP	11BP	101
100	4	4	5	5	7	7	8	7AP	7AK	6AP	8BP	8BP	9AP	9BP	10BP	11BP	6AK	8AP	13CP	11BP	100
99	4	4	5	5	7	7	7	7AP	7	6AP	8AP	7BP	9AP	9BP	10BP	10BP	6	7AP	12CP	11BP	99
98	4	4	5	5	7	7	7	6AP	6	5AP	8AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10BP	98
97	4	4	4	5	7	6	7	6AK	6	5AP	7AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10BP	97
96	3	4	4	5	7	6	7	6	6	5AP	7AP	7BP	9AP	8BP	9BP	10BP	5	7AP	12BP	10AP	96
95	3	4	4	5	7	6	7	6	6	5AK	7AP	6BP	8AP	8BP	9BP	9BP	5	6AK	11BP	9AP	95
94	3	4	4	4	6	6	6	6	6	4	6AP	6BP	8AP	8BP	9BP	9BP	4	6	11BP	9AP	94
93	3	4	4	4	6	6	6	5	6	4	6AP	6BP	8AP	8AP	8BP	9BP	4	6	11BP	9AP	93
92	3	4	4	4	6	6	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	0	11BP	8AP	92
91	3	4	4	4	6	5	6	5	5	4	6AP	5BP	8AP	7AP	8AP	8BP	4	0	10BP	8AP	91
90	3	4	4	4	6	5	5	5	5	3	5AK	5BP	8AK	7AP	8AP	8BP	3	0	10BP	8	90
89	3	4	4	4	6	5	5	4	5	3	5	4AP	7	7AP	7AP	8BP	3	0	10AP	0	89
88	3	3	3	4	5	5	5	4	5	3	5	4AP	7	7AP	7AP	7AP	3	0	10AP	0	88
87	3	3	3	3	5	5	5	4	4	3	4	4AP	7	7AP	7AP	7AP	0	0	9AP	0	87
86	3	3	3	3	5	5	5	4	4	2	4	4AP	7	6AP	7AP	7AP	0	0	9AP	0	86
85	3	3	3	3	5	4	4	3	4	2	4	3AP	7	6AK	6AP	7AP	0	0	9AP	0	85
84	3	3	3	3	5	4	4	3	4	2	4	3AP	7	6	6AP	6AP	0	0	9AP	0	84
83	3	3	3	3	5	4	4	3	4	2	3	3AP	7	6	6AP	6AP	0	0	8AP	0	83
82	3	3	3	3	5	4	4	3	3	0	3	2AP	6	6	6AP	6AP	0	0	8AP	0	82
81	3	3	3	3	4	4	4	3	3	0	3	2AP	6	6	6AP	5AP	0	0	8AP	0	81
80	3	3	3	2	4	4	3	2	3	0	2	2	6	6	5AK	5AP	0	0	8	0	80
79	3	3	2	2	4	3	3	2	3	0	2	0	6	5	5	5AP	0	0	0	0	79
78	2	3	2	2	4	3	3	2	3	0	2	0	6	5	5	5AP	0	0	0	0	78
77	2	3	2	2	4	3	3	2	2	0	0	0	6	5	5	4AP	0	0	0	0	77
76	2	2	2	2	4	3	2	1	2	0	0	0	6	5	4	4AP	0	0	0	0	76
75	2	2	2	2	3	3	2	1	2	0	0	0	5	5	4	4	0	0	0	0	75
74	2	2	2	2	3	3	2	1	2	0	0	0	5	5	4	0	0	0	0	0	74
73	2	2	2	1	3	2	2	1	2	0	0	0	5	4	4	0	0	0	0	0	73
72	2	2	2	1	3	2	2	0	0	0	0	0	5	4	0	0	0	0	0	0	72
71	2	2	2	1	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	71
70	2	2	1	1	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	70
69	2	2	1	1	2	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	69
68	2	2	1	1	2	2	1	0	0	0	0	0	4	4	0	0	0	0	0	0	68
67	2	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	67
66	2	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	66
65	2	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	65
64	2	1	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	64
63	2	1	1	0	1	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	63
60-62	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60-62
58-60	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
53-57	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	53-57
43-52	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-52
05-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	05-42

Length: 10 – 12 feet
Weight: 8 – 15 pounds
Fumble Range: 01 – 07 UM

Range Modifiers: —

ALT-13
Lance
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	**150**
149	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	38EP	42EP	42EP	40EP	40EP	45EP	48EP	42EP	45EP	48EP	50EP	**149**
148	25EP	27EP	29EP	31EP	32EP	32EP	35EP	35EP	36EP	37EP	41EP	41EP	40EP	40EP	44EP	47EP	41EP	44EP	47EP	49EP	**148**
147	25EP	27EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	37EP	41EP	41EP	39EP	39EP	44EP	47EP	41EP	44EP	47EP	49EP	**147**
146	24EP	26EP	28EP	30EP	31EP	31EP	34EP	34EP	35EP	36EP	40EP	40EP	39EP	39EP	43EP	46EP	40EP	43EP	46EP	48EP	**146**
145	24EP	26EP	28EP	29EP	30EP	30EP	33EP	33EP	34EP	36EP	40EP	40EP	38EP	38EP	43EP	46EP	39EP	42EP	46EP	47EP	**145**
144	24EP	26EP	27EP	29EP	30EP	30EP	33EP	33EP	34EP	35EP	39EP	39EP	38EP	38EP	42EP	45EP	39EP	42EP	45EP	47EP	**144**
143	24EP	25EP	27EP	28EP	30EP	29EP	32EP	32EP	33EP	35EP	39EP	39EP	37EP	37EP	42EP	45EP	38EP	41EP	45EP	46EP	**143**
142	23EP	25EP	26EP	28EP	29EP	29EP	32EP	32EP	33EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	38EP	41EP	44EP	45EP	**142**
141	23EK	25EP	26EP	28EP	29EP	29EP	31EP	31EP	32EP	34EP	38EP	38EP	37EP	37EP	41EP	44EP	37EP	40EP	44EP	45EP	**141**
140	23EP	24EK	26EP	27EP	28EP	28EP	31EP	31EP	32EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	**140**
139	23EK	24EP	25EP	27EP	28EP	28EP	30EP	30EP	31EP	33EP	37EP	37EP	36EP	36EP	40EP	43EP	36EP	39EP	43EP	44EP	**139**
138	22EP	24EK	25EK	26EP	28EP	27EP	30EP	30EP	31EP	32EP	36EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	43EP	**138**
137	22DK	23DP	24EP	26EP	27EP	27EP	29EP	29EP	30EP	32EP	35EP	36EP	35EP	35EP	39EP	42EP	35EP	38EP	42EP	42EP	**137**
136	22DP	23DK	24EK	25EK	27EP	26EP	29EP	29EP	30EP	31EP	35EP	35EP	34EP	34EP	38EP	41EP	34EP	37EP	41EP	42EP	**136**
135	22DK	23DP	24DP	25EP	26EP	26EP	28EP	28EP	29EP	31EP	34EP	35EP	34EP	34EP	38EP	40EP	33EP	36EP	41EP	41EP	**135**
134	21DP	22DK	23DK	25EK	26EP	26EP	28EP	28EP	29EP	30EP	34EP	34EP	33EP	33EP	37EP	40EP	33EP	36EP	40EP	40EP	**134**
133	21DK	22DP	23DP	24EP	26DP	25EP	27DP	27EP	28EP	30EP	33EP	34EP	33EP	33EP	37EP	39EP	32EP	35EP	40EP	40EP	**133**
132	21DP	22DK	22DK	24DK	25DP	25DP	27DP	27EP	28EP	29EP	33EP	33EP	33EP	33EP	36EP	39EP	31EP	34EP	39EP	39EP	**132**
131	20DK	21DP	22DP	23DP	25DP	24DP	26DP	27DP	28DP	29DP	32EP	33EP	32EP	32EP	36EP	38EP	31EP	34EP	39EP	39EP	**131**
130	20DP	21DK	22DK	23DK	24DP	24DP	26DP	26DP	27DP	28DP	32DP	32EP	32EP	32EP	35EP	38EP	30EP	33EP	38EP	38EP	**130**
129	20DK	21DP	21DP	22DP	24DP	23DP	25DP	26DP	27DP	28DP	31DP	32DP	31DP	31EP	35EP	37EP	30EP	33EP	38EP	37EP	**129**
128	20DP	20DK	21DK	22DK	24DP	23DP	25DP	25DP	26DP	27DP	31DP	31DP	31DP	31DP	34EP	37EP	29DP	32EP	37EP	37EP	**128**
127	19DK	20DP	20DP	22DP	23DP	22DP	24DP	25DP	26DP	26DP	30DP	31DP	30DP	30DP	34DP	36EP	28DP	31DP	37EP	36EP	**127**
126	19CP	20CK	20DK	21DK	23DP	22DP	24DP	24DP	25DP	26DP	29DP	30DP	30DP	30DP	33DP	36DP	28DP	31DP	36DP	35EP	**126**
125	19CK	19CP	20DP	21DP	22DP	22DP	23DP	24DP	25DP	25DP	29DP	29DP	30DP	30DP	33DP	35DP	27DP	30DP	35EP	35EP	**125**
124	19CP	19CK	19DK	20DK	22DP	21DP	23DP	23DP	24DP	25DP	28DP	29DP	29DP	29DP	32DP	35DP	27DP	30DP	35EP	34EP	**124**
123	18CK	19CP	19DP	20DP	21DP	21DP	22DP	23DP	24DP	24DP	28DP	28DP	29DP	29DP	32DP	34DP	26DP	29DP	34EP	33EP	**123**
122	18CP	19CK	18DK	19DK	21DP	20DP	22DP	22DP	23DP	24DP	27DP	28DP	28DP	28DP	31DP	33DP	25DP	28DP	34EP	33DP	**122**
121	18CK	18CP	18CP	19DP	21DP	20DP	21DP	22DP	23DP	23DP	27DP	27DP	28DP	28DP	31DP	33DP	25DP	28DP	33EP	32DP	**121**
120	18CP	18CK	18CK	19DK	20DK	19DP	21DP	21DP	22DP	23DP	26DP	27DP	27DP	27DP	30DP	32DP	24DP	27DP	33DP	32DP	**120**
119	17CK	18CP	17CP	18DP	20DP	19DP	20DP	21DP	22DP	22DP	26DP	26DP	27DP	27DP	30DP	32DP	23DP	26DP	32DP	31DP	**119**
118	17CP	17CK	17CK	18DK	19DK	19DP	20DP	20DP	21DP	22DP	25DP	26DP	26DP	26DP	29DP	31DP	23DP	26DP	32DP	30DP	**118**
117	17CK	17CP	16CP	17DP	19CP	18DK	19DP	20DP	21DP	21DP	25DP	25DP	26DP	26DP	29DP	31DP	22DP	25DP	31DP	30DP	**117**
116	17CP	17CK	16CK	17DK	19CK	18DP	19CK	19DP	20DP	21DP	24DP	25DP	26DP	26DP	28DP	30DP	22DP	25DP	31DP	29DP	**116**
115	16BK	16CP	16CP	16CP	18CP	17CK	18CP	19DP	20CP	20DP	24DP	24DP	25DP	25DP	28DP	30DP	21DP	24DP	30DP	28DP	**115**
114	16BP	16BK	15CK	16CK	18CK	17CP	18CK	18DK	20CP	20CP	23DP	24DP	25DP	25DP	27DP	29DP	20DP	23DP	30DP	28DP	**114**
113	16BK	16BP	15CP	16CP	17CP	16CK	18CP	18CP	19CP	19CP	22DP	23DP	24DP	24DP	27DP	29DP	20DP	23DP	29DP	27DP	**113**
112	15BP	15BK	15CK	15CK	17CK	16CP	17CK	18CK	19CP	19CP	22CP	23DP	24DP	24DP	26DP	28DP	19DP	22DP	29DP	27DP	**112**
111	15AK	15BP	14CP	15CP	17CP	15CK	17CP	17CP	18CP	18CK	21CP	22DP	23CP	23DP	26DP	28DP	19DP	22DP	28DP	26DP	**111**
110	15AP	15BK	14CK	14CK	16CK	15CP	16CK	17CK	18CP	18CP	21CP	22CP	23CP	23DP	25DP	27DP	18CP	21DP	28DP	25DP	**110**
109	15AK	14AP	13CP	14CP	16CP	15CK	16CP	16CP	17CP	17CK	20CP	21CP	23CP	23DP	25DP	26DP	17CP	20CP	27DP	25DP	**109**
108	14AP	14AK	13CK	13CK	15CK	14CP	15CK	16CK	17CK	17CP	20CK	21CP	22CP	22DP	24DP	26DP	17CP	20CP	27DP	24DP	**108**
107	14AK	14AP	13BP	13CP	15CP	14CP	15CP	15CP	16CP	16CK	19CP	20CP	22CP	22DP	24DP	25DP	16CP	19CP	26CP	23DP	**107**
106	14AP	13AK	12BK	13CK	15CK	13CP	14CK	15CK	16CK	16CP	19CK	20CP	21CP	21CP	23CP	25DP	16CP	19CP	26DP	23DP	**106**
105	14AK	13AP	12BP	12CP	14CP	13CK	14CP	14CP	15CP	15CK	18CP	19CK	21CP	21CP	23CP	24DP	15CK	18CK	25DP	22DP	**105**
104	13	13AK	11BK	12CK	14CK	12CP	13CK	14CK	15CK	14CP	18CK	19CP	20CP	20CP	22CP	24CP	14CP	17CP	25DP	21DP	**104**
103	13	12AP	11BP	11CP	13BP	12CK	13CP	13CP	14CP	14CK	17CP	18CK	20CP	20CP	22CP	23CP	14CK	17CK	24DP	21CP	**103**
102	13	12AK	11BK	11CK	13BK	12CP	12CK	13CK	14CK	13CP	16CK	18CP	19CP	19CP	21CP	23CP	13CP	16CP	24DP	20CP	**102**
101	13	12AP	10BP	10CP	13BP	11CK	12CP	12CP	13CP	13CK	16CP	17CK	19CP	19CP	21CP	22CP	12CK	15CK	23DP	20CP	**101**
100	12	11AK	10AK	10BK	12BK	11BP	11CK	12CK	13CK	12CP	15CK	16CP	19CP	19CP	20CP	22CP	12CP	15CP	22DP	19CK	**100**
99	12	11	9AP	10BP	12BP	10BK	11CP	11CP	12CP	12CK	15CP	16CK	18CP	18CP	20CP	21CP	11CK	14CK	22CP	18CP	**99**
98	12	11	9AK	9BK	11AK	10BP	10CK	11CK	12CK	11CP	14CK	15CP	18CP	18CP	19CP	21CP	11CP	14CP	21CP	18CK	**98**
97	12	10	9AP	9BP	11AP	9BK	10BP	10CP	12BP	11BK	14CP	15CK	17CP	17CP	19CP	20CP	10CK	13CK	21CP	17CP	**97**
96	11	10	8AK	8BK	10AK	9BP	9BK	10BK	11BK	10BP	13CK	14CP	17CP	17CP	18CP	19CP	9CP	12BP	20CP	16CK	**96**
95	11	10	8AP	8BP	10AP	8BK	9BP	10BP	11BP	10BK	13CP	14CK	16CP	16CP	18CP	19CP	9BK	12BK	20CK	16CP	**95**
94	11	10	7AK	7BK	10AK	8AP	8BK	9BK	10BK	9BP	12CK	13CP	16CK	16CK	17CK	18CK	8BP	11BP	19CP	15CK	**94**
93	10	9	7AP	7AP	9AP	8AK	8BP	9BP	10BP	9BK	12BP	13CP	16CP	16CP	17CP	18CP	8BK	11BK	19CK	15CP	**93**
92	10	9	7AK	7AK	9AK	7AP	7BK	8BK	9BK	8BP	11BK	12CP	15CK	15CK	16CK	17CK	7AS	10AS	18CP	14BK	**92**
91	10	9	6AP	6AP	8AP	7AK	7BP	8BP	9BP	8BK	11BP	12BK	15BP	15CP	16CP	17CP	6AP	9AP	18CK	13BP	**91**
90	10	8	6AK	6AK	8AK	6AP	6AK	7BK	8BK	7AP	10BK	11BP	14BK	14CK	15CK	16CK	6AK	9AK	17CP	13AK	**90**
89	9	8	5	5AP	8	6AK	6AP	7BP	8AP	7AK	9BP	11BK	14BP	14CP	15CP	16CP	5	8	17CK	12AS	**89**
88	9	8	5	5AK	7	5AP	5AK	6AK	7AK	6AP	9BK	10BP	13BK	13CK	14BK	15BK	0	0	16CP	11AP	**88**
87	9	7	5	4AP	7	5AK	5AP	6AP	7AP	6AK	8BP	10BK	13BP	13CP	14BP	15BP	0	0	16CK	11AK	**87**
86	9	7	4	4AK	6	5AP	4AK	5AK	6AK	5AP	8AK	9BP	12BK	12BK	13BK	14BK	0	0	15CP	0	**86**
85	8	7	4	4AP	6	4AK	4AP	5AP	6AP	5AK	7AP	9BK	12BS	12BS	13BS	14BS	0	0	15CK	0	**85**
84	8	6	3	3AK	6	4	3AK	4AK	5AK	4	7AK	8BP	12BP	12BP	12BP	13BP	0	0	14BP	0	**84**
83	8	6	3	3AP	5	3	3AP	4AP	5AP	0	6AP	8AK	11BK	11BK	12BK	12BK	0	0	14BK	0	**83**
82	8	6	3	2AK	5	3	2AK	3AK	4AK	0	6AK	7AP	11BS	11BS	11BS	12BS	0	0	13BP	0	**82**
81	7	5	2	2	4	2	2	3AP	4	0	5AP	7AK	10BP	10BP	11BP	11BP	0	0	13BK	0	**81**
80	7	5	2	0	4	2	0	2AK	0	0	5AK	6AP	10AK	10BK	10BK	11BK	0	0	12AS	0	**80**
79	7	5	0	0	4	0	0	2	0	0	4	6AK	9AS	9BS	10AS	10AS	0	0	12AP	0	**79**
78	7	4	0	0	3	0	0	0	0	0	0	5AP	9AP	9BP	9AP	10AP	0	0	11AK	0	**78**
77	6	4	0	0	3	0	0	0	0	0	0	5AK	9AK	9AK	9AK	9AK	0	0	11AS	0	**77**
76	6	4	0	0	2	0	0	0	0	0	0	4	8AS	8AS	8AS	9AS	0	0	10	0	**76**
75	6	3	0	0	2	0	0	0	0	0	0	0	8AP	8AP	8AP	8AP	0	0	0	0	**75**
74	5	3	0	0	0	0	0	0	0	0	0	0	7AK	7AK	7AK	8AK	0	0	0	0	**74**
73	5	3	0	0	0	0	0	0	0	0	0	0	7AS	7AS	7AS	7AS	0	0	0	0	**73**
72	5	2	0	0	0	0	0	0	0	0	0	0	6AP	6AP	6AP	7AP	0	0	0	0	**72**
71	5	2	0	0	0	0	0	0	0	0	0	0	6	6	6	6	0	0	0	0	**71**
70	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**70**
69	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**69**
68	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**68**
67	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**67**
66	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**66**
65	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**65**
64	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**64**
63	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**63**
62	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**62**
61	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**61**
60	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**60**
56-59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**56-59**
08-55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**08-55**



Length: 2 – 4 feet
Weight: 4 – 8 pounds
Fumble Range: 01 – 05 UM

Range Modifiers: 1' – 10': +15
11' – 100': +0
101' – 200': -35
301' – 360': -75

ALT-14

Light Crossbow

Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	150
149	10DP	12EP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	149
148	10DP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	25EP	25EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	148
147	10CP	12DP	14EP	16EP	21EP	21EP	24EP	24EP	19EP	21EP	24EP	24EP	20EP	20EP	25EP	28EP	18EP	21EP	24EP	26EP	147
146	10CP	12DP	14DP	16EP	21EP	21EP	23EP	23EP	19EP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	146
145	10CP	12CP	14DP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	24EP	24EP	20EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	145
144	10CP	12CP	13DP	15EP	20EP	20EP	23EP	23EP	18EP	20EP	23EP	23EP	19EP	19EP	24EP	27EP	17EP	20EP	23EP	25EP	144
143	10BP	12CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	17EP	19EP	23EP	24EP	143
142	10BP	11CP	13DP	15DP	20DP	20DP	22DP	22EP	18DP	19EP	23EP	23EP	19EP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	142
141	10BP	11CP	13CP	15DP	19DP	19DP	22DP	22EP	17DP	19EP	22EP	22EP	19EP	19EP	23EP	26EP	16EP	19EP	22EP	24EP	141
140	10BP	11BP	13CP	14DP	19DP	19DP	22DP	21EP	17DP	18DP	22DP	22EP	19EP	18EP	23EP	25EP	16EP	19EP	22EP	23EP	140
139	9BP	11BP	13CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	22DP	22EP	18DP	18EP	22EP	25EP	16EP	18EP	22EP	23EP	139
138	9BP	11BP	12CP	14DP	19DP	19DP	21DP	21DP	17DP	18DP	21DP	21EP	18DP	18EP	22EP	25EP	15EP	18EP	22EP	23EP	138
137	9AP	11BP	12CP	14DP	18DP	18DP	21DP	20DP	16DP	18DP	21DP	21DP	18DP	18DP	22EP	24EP	15EP	18EP	21EP	22EP	137
136	9AP	11BP	12CP	14DP	18DP	18DP	20DP	20DP	16DP	17DP	21DP	21DP	18DP	18DP	21EP	24EP	15DP	17EP	21EP	22EP	136
135	9AP	11BP	12CP	13DP	18DP	18DP	20DP	20DP	16CP	17DP	20DP	20DP	18DP	17DP	21DP	24EP	15DP	17EP	21EP	22EP	135
134	9AP	10BP	12BP	13DP	18CP	18DP	20DP	19DP	16CP	17DP	20DP	20DP	17DP	17DP	21DP	23EP	14DP	17EP	21EP	21EP	134
133	9AP	10BP	12BP	13CP	18CP	17CP	19CP	19DP	15CP	16DP	20DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	20EP	21EP	133
132	9AP	10AP	11BP	13CP	17CP	17CP	19CP	19DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	23DP	14DP	16DP	20EP	21EP	132
131	9AP	10AP	11BP	13CP	17CP	17CP	19CP	18DP	15CP	16DP	19DP	19DP	17DP	17DP	20DP	22DP	14DP	16DP	20EP	20EP	131
130	9AP	10AP	11BP	12CP	17CP	17CP	19CP	18DP	15CP	15DP	19DP	19DP	17DP	16DP	20DP	22DP	13DP	16DP	20EP	20EP	130
129	8AP	10AP	11BP	12CP	17CP	16CP	18CP	18DP	15CP	15DP	18DP	18DP	16DP	16DP	19DP	22DP	13DP	15DP	19EP	20EP	129
128	8AP	10AP	11BP	12CP	16CP	16CP	18CP	18DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	13DP	15DP	19EP	20EP	128
127	8AP	10AP	11BP	12CP	16CP	16CP	18CP	17DP	14CP	15CP	18DP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19EP	19DP	127
126	8AP	9AP	10BP	12CP	16CP	16CP	17CP	17DP	14CP	14CP	17CP	17DP	16CP	15DP	19DP	21DP	12DP	15DP	19DP	19DP	126
125	8AK	9AP	10BP	11BP	16BP	15CP	17CP	17CP	14CP	14CP	17CP	17DP	16CP	15DP	18DP	20DP	12DP	14DP	18DP	19DP	125
124	8	9AP	10AP	11BP	15BP	15CP	17CP	16CP	13CP	14CP	17CP	17DP	15CP	15DP	18DP	20DP	12CP	14DP	18DP	18DP	124
123	8	9AP	10AP	11BP	15BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	18DP	20DP	11CP	14DP	18DP	18DP	123
122	8	9AP	10AP	11BP	15BP	15BP	16CP	16CP	13CP	13CP	16CP	16DP	15CP	15DP	17DP	19DP	11CP	13DP	18DP	18DP	122
121	8	9AP	10AP	11BP	15BP	14BP	16CP	15CP	13BP	13CP	16CP	16CP	15CP	14DP	17DP	19DP	11CP	13DP	17DP	17DP	121
120	8	9AK	9AP	10BP	15BP	14BP	16CP	15CP	12BP	12CP	15CP	15CP	15CP	14CP	17DP	19DP	11CP	13CP	17DP	17DP	120
119	7	8	9AP	10BP	14BP	14BP	15CP	15CP	12BP	12CP	15CP	15CP	14CP	14CP	17CP	18DP	10CP	13CP	17DP	17DP	119
118	7	8	9AP	10BP	14BP	14BP	15BP	14CP	12BP	12CP	15CP	15CP	14CP	14CP	16CP	18DP	10CP	12CP	17DP	16DP	118
117	7	8	9AP	10BP	14AP	13BP	15BP	14CP	12BP	11CP	14CP	14CP	14CP	14CP	16CP	18DP	10CP	12CP	16DP	16DP	117
116	7	8	9AP	10BP	14AP	13BP	14BP	14CP	11BP	11CP	14CP	14CP	14CP	13CP	16CP	17DP	10CP	12CP	16DP	16DP	116
115	7	8	9AP	9AP	13AP	13BP	14BP	13CP	11BP	11CP	14CP	14CP	14CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	115
114	7	8	8AP	9AP	13AP	13BP	14BP	13CP	11BP	11BP	13CP	13CP	13CP	13CP	15CP	17CP	9CP	11CP	16DP	15DP	114
113	7	8	8AP	9AP	13AP	12AP	14BP	13CP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	16CP	9BP	11CP	16DP	15DP	113
112	7	8	8AP	9AP	13AP	12AP	13BP	12CP	10BP	10BP	13CP	13CP	13BP	13CP	14CP	16CP	9BP	11CP	15DP	14CP	112
111	7	7	8AP	8AP	12AP	12AP	13BP	12BP	10BP	10BP	12CP	12CP	13BP	12CP	14CP	16CP	8BP	10BP	15DP	14CP	111
110	7	7	8AK	8AP	12AP	12AP	13BP	12BP	10BP	9BP	12CP	12CP	13BP	12CP	14CP	16CP	8BP	10BP	15CP	14CP	110
109	7	7	8	8AP	12AP	11AP	12BP	12BP	10BP	9BP	12BP	12CP	12BP	12CP	14CP	15CP	8BP	10BP	15CP	14CP	109
108	6	7	7	8AP	12AP	11AP	12AP	11BP	10BP	9BP	11BP	11CP	12BP	12CP	13CP	15CP	7BP	9BP	14CP	13CP	108
107	6	7	7	8AP	12AP	11AP	12AP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	13CP	15CP	7BP	9BP	14CP	13CP	107
106	6	7	7	7AP	11AP	11AP	11AP	11BP	9AP	8BP	11BP	11CP	12BP	11CP	13CP	14CP	7AP	9BP	14CP	13CP	106
105	6	7	7	7AP	11AK	11AP	11AP	10BP	9AP	8BP	10BP	10CP	12BP	11CP	12CP	14CP	7AP	9BP	14CP	12CP	105
104	6	7	7	7AP	11	10AP	11AP	10BP	9AP	8BP	10BP	10BP	11BP	11CP	12BP	14BP	6AP	8BP	13CP	12BP	104
103	6	6	7	7AP	11	10AP	11AP	10BP	8AP	7BP	10BP	10BP	11BP	11CP	12BP	13BP	6AP	8AP	13CP	12BP	103
102	6	6	6	7AP	10	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	10BP	12BP	13BP	6AP	8AP	13CP	11BP	102
101	6	6	6	6AP	10	10AP	10AP	9BP	8AP	7BP	9BP	9BP	11BP	10BP	11BP	13BP	6AP	7AP	13CP	11BP	101
100	6	6	6	6AK	10	9AK	10AP	9BP	8AP	6AP	9BP	9BP	11BP	10BP	11BP	12BP	5AK	7AP	12CP	11BP	100
99	6	6	6	6	10	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	11BP	12BP	5	7AP	12BP	10BP	99
98	5	6	6	6	9	9	9AP	8AP	7AP	6AP	8BP	8BP	10BP	10BP	10BP	12BP	5	7AP	12BP	10BP	98
97	5	6	6	6	9	9	9AP	8AP	7AP	5AP	8BP	8BP	10AP	9BP	10BP	11BP	5	6AP	12BP	10AP	97
96	5	6	5	5	9	8	8AP	7AP	7AP	5AP	7BP	7BP	10AP	9BP	10BP	11BP	4	6AP	11BP	9AP	96
95	5	5	5	5	9	8	8AK	7AP	6AK	5AP	7AP	7BP	10AP	9BP	10BP	11BP	4	6AK	11BP	9AP	95
94	5	5	5	5	9	8	8	7AP	6	5AP	7AP	7BP	9AP	9BP	9BP	10BP	4	0	11BP	9AP	94
93	5	5	5	5	8	8	8	6AP	6	4AP	6AP	6BP	9AP	9BP	9BP	10BP	4	0	11BP	8AP	93
92	5	5	5	5	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	9BP	10BP	3	0	10BP	8AK	92
91	5	5	5	4	8	7	7	6AP	6	4AP	6AP	6BP	9AP	8BP	8BP	9BP	3	0	10BP	8	91
90	5	5	4	4	8	7	7	6AP	5	3AK	5AP	5BP	9AP	8BP	8BP	9BP	3	0	10AP	0	90
89	5	5	4	4	7	7	6	5AP	5	3	5AP	5AP	8AP	8BP	8BP	9BP	0	0	10AP	0	89
88	4	4	4	4	7	6	6	5AP	5	3	5AP	5AP	8AP	7AP	8AP	8AP	0	0	9AP	0	88
87	4	4	4	4	7	6	6	5AP	5	2	4AP	4AP	8AP	7AP	7AP	8AP	0	0	9AP	0	87
86	4	4	4	3	7	6	6	4AP	4	2	4AP	4AP	8AP	7AP	7AP	8AP	0	0	9AP	0	86
85	4	4	4	3	6	6	5	4AK	4	2	4AK	4AP	8AK	7AP	7AP	7AP	0	0	9AP	0	85
84	4	4	3	3	6	5	5	4	4	0	3	3AP	7	7AP	6AP	7AP	0	0	8AP	0	84
83	4	4	3	3	6	5	5	3	4	0	3	3AP	7	6AP	6AP	7AP	0	0	8AP	0	83
82	4	4	3	3	6	5	4	3	3	0	3	3AP	7	6AP	6AP	6AP	0	0	8AK	0	82
81	4	4	3	2	6	5	4	3	3	0	2	2AP	7	6AP	6AP	6AP	0	0	8	0	81
80	4	3	3	2	5	4	4	2	3	0	2	2AK	7	6AK	5AP	6AP	0	0	0	0	80
79	4	3	3	2	5	4	3	2	3	0	0	2	6	6	5AP	5AP	0	0	0	0	79
78	4	3	2	2	5	4	3	2	2	0	0	0	6	5	5AP	5AP	0	0	0	0	78
77	3	3	2	2	5	4	3	1	2	0	0	0	6	5	4AP	5AP	0	0	0	0	77
76	3	3	2	1	4	3	3	1	2	0	0	0	6	5	4AP	4AP	0	0	0	0	76
75	3	3	2	1	4	3	2	1	2	0	0	0	6	5	4AK	4AK	0	0	0	0	75
74	3	3	2	1	4	3	2	0	0	0	0	0	5	5	0	4	0	0	0	0	74
73	3	3	2	1	4	3	2	0	0	0	0	0	5	4	0	0	0	0	0	0	73
72	3	2	1	0	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	72
71	3	2	1	0	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	71
70	3	2	1	0	3	2	1	0	0	0	0	0	5	4	0	0	0	0	0	0	70
69	3	2	1	0	3	2	0	0	0	0	0	0	4	0	0	0	0	0	0	0	69
68	3	2	1	0	3	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	68
67	2	2	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	67
66	2	2	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	66
65	2	2	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	65
64	2	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	64
63	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	63
62	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	62
60-61	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	60-61
58-59	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-59
48-57	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	48-57
06-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	06-57

Length: 5 0 7 feet
Weight: 2 0 3 pounds
Fumble Range: 01 – 05 UM

Range Modifiers:
1' – 10': +20
11' – 100': +0
101' – 200': -30
201' – 300': -40
301' – 400': -50

ALT-15
Long Bow
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	**150**
149	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	**149**
148	12EP	14EP	16EP	18EP	23EP	23EP	26EP	26EP	21EP	23EP	27EP	27EP	22EP	22EP	27EP	30EP	20EP	23EP	26EP	28EP	**148**
147	12DP	14DP	16EP	18EP	23EP	23EP	25EP	25EP	21EP	22EP	26EP	26EP	22EP	22EP	27EP	29EP	20EP	23EP	26EP	27EP	**147**
146	12DP	14DP	16EP	18EP	22EP	22EP	22EP	25EP	20EP	22EP	26EP	26EP	22EP	22EP	26EP	29EP	19EP	22EP	25EP	27EP	**146**
145	12DP	14DP	15DP	17EP	22EP	22EP	25EP	25EP	20EP	22EP	26EP	26EP	21EP	21EP	26EP	29EP	19EP	22EP	25EP	27EP	**145**
144	12CP	14CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	26EP	28EP	19EP	22EP	25EP	26EP	**144**
143	12CP	13CP	15DP	17EP	22EP	22EP	24EP	24EP	20EP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	25EP	26EP	**143**
142	12CP	13CP	15DP	17EP	21EP	21EP	24EP	24EP	19DP	21EP	25EP	25EP	21EP	21EP	25EP	28EP	18EP	21EP	24EP	26EP	**142**
141	11CP	13CP	15DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	25EP	27EP	18EP	21EP	24EP	25EP	**141**
140	11CP	13CP	14DP	16DP	21EP	21EP	23EP	23EP	19DP	20EP	24EP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	**140**
139	11CP	13CP	14CP	16DP	21EP	20EP	23EP	23EP	18DP	20DP	23DP	24EP	20EP	20EP	24EP	27EP	17EP	20EP	24EP	25EP	**139**
138	11CP	13CP	14CP	16DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23EP	20DP	20EP	24EP	26EP	17EP	20EP	23EP	24EP	**138**
137	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	23DP	23DP	20DP	19EP	24EP	26EP	16EP	20EP	23EP	24EP	**137**
136	11BP	12BP	14CP	15DP	20EP	20EP	22EP	22EP	18DP	19DP	22DP	22DP	19DP	19EP	23EP	26EP	16EP	19EP	23EP	24EP	**136**
135	11BP	12BP	13CP	15DP	20EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23EP	25EP	16DP	19EP	23EP	23EP	**135**
134	11BP	12BP	13CP	15DP	19EP	19EP	21EP	21EP	17DP	18DP	22DP	22DP	19DP	19DP	23DP	25EP	16DP	19EP	22EP	23EP	**134**
133	10BP	12BP	13CP	14DP	19EP	19EP	21EP	21EP	17CP	18DP	21DP	21DP	19DP	18DP	22DP	25DP	15DP	18DP	22EP	23EP	**133**
132	10BP	12BP	13CP	14DP	19DP	19EP	20EP	20EP	17CP	17DP	21DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	22EP	22EP	**132**
131	10BP	11BP	13CP	14DP	19DP	18DP	20DP	20EP	16CP	17DP	20DP	21DP	18DP	18DP	22DP	24DP	15DP	18DP	21EP	22EP	**131**
130	10BP	11BP	12BP	14CP	18DP	18DP	20DP	20EP	16CP	17DP	20DP	20DP	18DP	18DP	21DP	24DP	14DP	17DP	21EP	22EP	**130**
129	10AP	11BP	12BP	13CP	18DP	18DP	19DP	19EP	16CP	16DP	20DP	20DP	18DP	18DP	21DP	23DP	14DP	17DP	21EP	21EP	**129**
128	10AP	11AP	12BP	13CP	18DP	17DP	19DP	19DP	15CP	16CP	19DP	20DP	17DP	17DP	21DP	23DP	14DP	17DP	21EP	21EP	**128**
127	10AP	11AP	12BP	13CP	17DP	17DP	19DP	19DP	15CP	16CP	19DP	19DP	17DP	17DP	21DP	23DP	13DP	16DP	20EP	21DP	**127**
126	10AP	11AP	12BP	13CP	17DP	17DP	18DP	18DP	15CP	15CP	19DP	19DP	17CP	17DP	20DP	22DP	13DP	16DP	20EP	20DP	**126**
125	9AP	11AP	11BP	12CP	17DP	17DP	18DP	18DP	15CP	15CP	18CP	18DP	17CP	17DP	20DP	22DP	13DP	16DP	20DP	20DP	**125**
124	9AP	10AP	11BP	12CP	17DP	16DP	18DP	17DP	14CP	15CP	18CP	18DP	17CP	16DP	20DP	22DP	12DP	16DP	20DP	20DP	**124**
123	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	18DP	16CP	16DP	19DP	21DP	12DP	15DP	19DP	19DP	**123**
122	9AP	10AP	11BP	12CP	16DP	16DP	17DP	17DP	14CP	14CP	17CP	17DP	16CP	16DP	19DP	21DP	12CP	15DP	19DP	19DP	**122**
121	9AP	10AP	11BP	11CP	16DP	15DP	17DP	16DP	14CP	14CP	17CP	17CP	16CP	16DP	19DP	21DP	11CP	15DP	19DP	19DP	**121**
120	9AP	10AP	10BP	11BP	16DP	15DP	16DP	16DP	13CP	13CP	16CP	17CP	16CP	15DP	18DP	20DP	11CP	14DP	19DP	18DP	**120**
119	9AP	10AP	10AP	11BP	15DP	15DP	16DP	16DP	13CP	13CP	16CP	16CP	15CP	15DP	18DP	20DP	11CP	14CP	18DP	18DP	**119**
118	9AP	9AP	10AP	11BP	15DP	15DP	16DP	15DP	13BP	13CP	16CP	16CP	15CP	15CP	18DP	20DP	11CP	14CP	18DP	18DP	**118**
117	8AK	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	16CP	15CP	15DP	18CP	19DP	10CP	13CP	18DP	17DP	**117**
116	8	9AP	10AP	10BP	15CP	14DP	15DP	15DP	12BP	12CP	15CP	15CP	15CP	14CP	17CP	19DP	10CP	13CP	18DP	17DP	**116**
115	8	9AP	9AP	10BP	14CP	14CP	15DP	14DP	12BP	12CP	14CP	15CP	14CP	14CP	17CP	19CP	10CP	13CP	17DP	17DP	**115**
114	8	9AP	9AP	10BP	14CP	14CP	14CP	14DP	12BP	11CP	14CP	14CP	14CP	14CP	17CP	18CP	9CP	13CP	17DP	16DP	**114**
113	8	9AP	9AP	9BP	14CP	13CP	14CP	14DP	11BP	11CP	14CP	14CP	14CP	14CP	16CP	18CP	9CP	12CP	17DP	16DP	**113**
112	8	8AK	9AP	9BP	14CP	13CP	14CP	13DP	11BP	11BP	13CP	14CP	14CP	13CP	16CP	18CP	9CP	12CP	16DP	16CP	**112**
111	8	8	8AP	9BP	13CP	13CP	13CP	13DP	11BP	10BP	13CP	13CP	14CP	13CP	16CP	17CP	8CP	12CP	16DP	15CP	**111**
110	8	8	8AP	9BP	13CP	12CP	13CP	13DP	11BP	10BP	13CP	13CP	13CP	13CP	15CP	17CP	8CP	11CP	16DP	15CP	**110**
109	7	8	8AP	8AP	13CP	12CP	13CP	12DP	10BP	10BP	12CP	13CP	13CP	13CP	15CP	17CP	8BP	11BP	16DP	15CP	**109**
108	7	8	8AP	8AP	13CP	12CP	12CP	12DP	10BP	9BP	12CP	12CP	13BP	13CP	15CP	16CP	7BP	11BP	15CP	14CP	**108**
107	7	8	8AP	8AP	12CP	12CP	12CP	12CP	10BP	9BP	12BP	12CP	13BP	12CP	15CP	16CP	7BP	10BP	15CP	14CP	**107**
106	7	7	7AP	8AP	12CP	11CP	12CP	11CP	9BP	9BP	11BP	12CP	12BP	12CP	14CP	16CP	7BP	10BP	15CP	14CP	**106**
105	7	7	7AP	7AP	12CP	11CP	11CP	11CP	9BP	8BP	11BP	11CP	12BP	12CP	14CP	15CP	7BP	10BP	15CP	13CP	**105**
104	7	7	7AP	7AP	11BP	11CP	11CP	11CP	9BP	8BP	10BP	11BP	12BP	12CP	14CP	15CP	6BP	9BP	14CP	13CP	**104**
103	7	7	7AP	7AP	11BP	10CP	11CP	10CP	9AP	8BP	10BP	11BP	12BP	11CP	13CP	15BP	6BP	9BP	14CP	13BP	**103**
102	7	7	7AK	7AP	11BP	10CP	10CP	10CP	8AP	7BP	10BP	10BP	12BP	11CP	13CP	14BP	6BP	9BP	14CP	12BP	**102**
101	6	7	6	6AP	11AP	10CP	10CP	10CP	8AP	7BP	9BP	10BP	11BP	11CP	13BP	14BP	5AP	9BP	14CP	12BP	**101**
100	6	7	6	6AP	10AP	10BP	10CP	9CP	8AP	7BP	9BP	9BP	11BP	11CP	12BP	14BP	5AP	8AP	13CP	12BP	**100**
99	6	6	6	6AP	10AP	9BP	9CP	9CP	8AP	6BP	9BP	9BP	11BP	10CP	12BP	13BP	5AP	8AP	13CP	11BP	**99**
98	6	6	6	6AP	10AP	9BP	9CP	8CP	7AP	6BP	8BP	9BP	11BP	10CP	12BP	13BP	4AP	8AP	13CP	11BP	**98**
97	6	6	6	5AP	10AK	9AP	9BP	8CP	7AP	6AP	8BP	8BP	10BP	10CP	12BP	13BP	4AP	7AP	13CP	11BP	**97**
96	6	6	5	5AP	9	9AP	8BP	8CP	7AP	5AP	7BP	8BP	10BP	10BP	11BP	12BP	4AP	7AP	12BP	10AP	**96**
95	6	6	5	5AP	9	8AP	8BP	7CP	6AP	5AP	7BP	8BP	10BP	9BP	11BP	12BP	3AP	7AP	12BP	10AP	**95**
94	6	6	5	5AP	9	8AP	8BP	7CP	6AP	5AP	7BP	7BP	10BP	9BP	11BP	12BP	3AP	6AP	12BP	10AP	**94**
93	6	5	5	4AP	9	8AP	7AP	7CP	6AP	4AP	6AP	7BP	9BP	9BP	10BP	11BP	3AK	6AK	11BP	9AP	**93**
92	5	5	5	4AK	8	7AK	7AP	6CP	6AK	4AP	6AP	7BP	9BP	9BP	10BP	11BP	0	6	11BP	9AP	**92**
91	5	5	4	4	8	7	7AP	6CP	5	4AP	6AP	6BP	9AP	8BP	10BP	11BP	0	0	11BP	9AP	**91**
90	5	5	4	4	8	7	6AP	6CP	5	3AP	5AP	6BP	9AP	8BP	9BP	10BP	0	0	11BP	8AK	**90**
89	5	5	4	3	8	7	6AP	5BP	5	3AP	5AP	5AP	9AP	8BP	9BP	10BP	0	0	10BP	8	**89**
88	5	5	4	3	7	6	6AP	5BP	5	3AP	4AP	5AP	8AP	8BP	9BP	10BP	0	0	10BP	0	**88**
87	5	4	4	3	7	6	5AK	5BP	4	2AK	4AP	5AP	8AP	8BP	9BP	9AP	0	0	10AP	0	**87**
86	5	4	3	3	7	6	5	4BP	4	2	4AP	4AP	8AP	7BP	8BP	9AP	0	0	10AP	0	**86**
85	5	4	3	2	7	5	5	4BP	4	0	3AP	4AP	8AP	7BP	8BP	9AP	0	0	9AP	0	**85**
84	4	4	3	2	6	5	4	4AP	3	0	3AP	4AP	7AP	7BP	8AP	8AP	0	0	9AP	0	**84**
83	4	4	3	2	6	5	4	3AP	3	0	3AP	3AP	7AP	7BP	7AP	8AP	0	0	9AP	0	**83**
82	4	4	3	2	6	5	4	3AP	3	0	2AK	3AP	7AP	6BP	7AP	8AP	0	0	9AP	0	**82**
81	4	4	2	1	5	4	3	3AP	3	0	2	3AP	7AP	6BP	7AP	7AP	0	0	8AP	0	**81**
80	4	3	2	1	5	4	3	2AP	2	0	0	2AK	6AP	6AP	6AP	7AP	0	0	8AK	0	**80**
79	4	3	2	1	5	4	3	2AP	2	0	0	2	6AP	6AP	6AP	7AP	0	0	8	0	**79**
78	4	3	2	1	5	4	2	2AP	2	0	0	0	6AP	5AP	6AP	6AP	0	0	0	0	**78**
77	4	3	2	0	4	3	2	1AK	0	0	0	0	6AK	5AP	6AP	6AP	0	0	0	0	**77**
76	3	3	1	0	4	3	2	1	0	0	0	0	6	5AP	5AP	6AP	0	0	0	0	**76**
75	3	3	1	0	4	3	1	0	0	0	0	0	5	5AP	5AP	5AP	0	0	0	0	**75**
74	3	2	1	0	4	2	1	0	0	0	0	0	5	4AP	5AP	5AP	0	0	0	0	**74**
73	3	2	1	0	3	2	1	0	0	0	0	0	5	4AP	4AP	5AP	0	0	0	0	**73**
72	3	2	0	0	3	2	0	0	0	0	0	0	5	4AK	4AK	4AK	0	0	0	0	**72**
71	3	2	0	0	3	2	0	0	0	0	0	0	4	4	4	4	0	0	0	0	**71**
70	3	2	0	0	3	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**70**
69	3	2	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**69**
68	2	1	0	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**68**
67	2	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**67**
66	2	1	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**66**
65	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**65**
64	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**64**
63	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**63**
62	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**62**
61	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**61**
60	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**60**
53-59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**53-59**
06-52	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-52**

Length: 1.5 – 2 feet
Weight: 2 – 3 pounds
Fumble Range: 01 – 02 UM

Range Modifiers: 1' – 10': -35

ALT-16
Mace
One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**150**
149	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**149**
148	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**148**
147	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	23EK	**147**
146	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	14EK	16EK	20EK	20EK	15EK	15EK	20EK	23EK	15EK	18EK	21EK	22EK	**146**
145	12DK	14DK	16EK	18EK	19EK	19EK	21EK	21EK	14EK	16EK	19EK	19EK	15EK	15EK	20EK	22EK	15EK	17EK	21EK	22EK	**145**
144	12DK	14DK	16EK	17EK	19EK	18EK	21EK	21EK	14EK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	**144**
143	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	15EK	15EK	19EK	22EK	14EK	17EK	20EK	22EK	**143**
142	12DK	14DK	15DK	17EK	18EK	18EK	21EK	21EK	13DK	15EK	19EK	19EK	14DK	14EK	19EK	22EK	14EK	17EK	20EK	21EK	**142**
141	12DK	13DK	15DK	17EK	18DK	18DK	21DK	21EK	13DK	15DK	19DK	18EK	14DK	14EK	19EK	21EK	14EK	17EK	20EK	21EK	**141**
140	12CK	13CK	15DK	17EK	18DK	18DK	20DK	20EK	13DK	15DK	18DK	18EK	14DK	14DK	19EK	21EK	14EK	16EK	20EK	21EK	**140**
139	11CK	13CK	15DK	17DK	18DK	18DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18EK	21EK	13DK	16EK	19EK	21EK	**139**
138	11CK	13CK	15DK	16DK	18DK	17DK	20DK	20EK	13DK	14DK	18DK	18EK	14DK	14DK	18DK	21EK	13DK	16EK	19EK	20EK	**138**
137	11CK	13CK	15DK	16DK	17DK	17DK	20DK	20DK	13DK	14DK	18DK	17EK	14DK	14DK	18DK	20EK	13DK	16EK	19EK	20EK	**137**
136	11CK	13CK	14DK	16DK	17DK	17DK	20DK	19DK	13DK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	16DK	19EK	20EK	**136**
135	11CK	13CK	14CK	16DK	17DK	17DK	19DK	19DK	13CK	14DK	17DK	17DK	14DK	14DK	18DK	20DK	13DK	15DK	19EK	20EK	**135**
134	11BK	13CK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	14DK	17DK	17DK	13CK	13DK	17DK	20DK	12DK	15DK	18EK	19EK	**134**
133	11BK	13BK	14CK	16DK	17DK	17DK	19DK	19DK	12CK	13DK	17DK	17DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**133**
132	11BK	12BK	14CK	15DK	17DK	16DK	19DK	19DK	12CK	13DK	17DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**132**
131	11BK	12BK	14CK	15DK	16CK	16DK	19DK	18DK	12CK	13DK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	15DK	18EK	19EK	**131**
130	11BK	12BK	14CK	15DK	16CK	16CK	18CK	18DK	12CK	13CK	16DK	16DK	13CK	13DK	17DK	19DK	12DK	14DK	18EK	18DK	**130**
129	11AK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	13CK	16DK	16DK	13CK	13DK	16DK	18DK	11CK	14DK	17EK	18DK	**129**
128	10AK	12BK	13CK	15DK	16CK	16CK	18CK	18DK	11CK	12CK	16CK	15DK	13CK	13DK	16DK	18DK	11CK	14DK	17DK	18DK	**128**
127	10AK	12BK	13CK	15CK	16CK	16CK	18CK	17DK	11CK	12CK	15CK	15DK	13CK	12CK	16DK	18DK	11CK	14DK	17DK	18DK	**127**
126	10AK	12AK	13BK	14CK	16CK	15CK	18CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16DK	18DK	11CK	14DK	17DK	17DK	**126**
125	10AK	12AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	15DK	12CK	12CK	16CK	17DK	11CK	13CK	17DK	17DK	**125**
124	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	12CK	15CK	14DK	12CK	12CK	15CK	17DK	11CK	13CK	17DK	17DK	**124**
123	10AK	11AK	13BK	14CK	15CK	15CK	17CK	17DK	11CK	11CK	15CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	17DK	**123**
122	10AK	11AK	12BK	14CK	15BK	15CK	17CK	16CK	10CK	11CK	14CK	14DK	12CK	12CK	15CK	17DK	10CK	13CK	16DK	16DK	**122**
121	10AK	11AK	12BK	14CK	15BK	15CK	16CK	16CK	10BK	11CK	14CK	14DK	12CK	12CK	15CK	16CK	10CK	13CK	16DK	16DK	**121**
120	10AK	11AK	12BK	13CK	15BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12CK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	**120**
119	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	14CK	13CK	12BK	11CK	14CK	16CK	10CK	12CK	16DK	16DK	**119**
118	10	11AK	12BK	13CK	14BK	14BK	16CK	16CK	10BK	11CK	13CK	13CK	11BK	11CK	14CK	16CK	9CK	12CK	15DK	15DK	**118**
117	9	11AK	12AK	13CK	14BK	14BK	16CK	15CK	10BK	10CK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	12CK	15DK	15CK	**117**
116	9	11AK	12AK	13BK	14BK	14BK	15CK	15CK	10BK	10BK	13CK	13CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15CK	**116**
115	9	10AK	11AK	13BK	14AK	14BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	14CK	15CK	9BK	11CK	15DK	15CK	**115**
114	9	10	11AK	12BK	14AK	13BK	15BK	15CK	9BK	10BK	13CK	12CK	11BK	11CK	13CK	15CK	9BK	11BK	15DK	14CK	**114**
113	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	10BK	12CK	12CK	11BK	11CK	13CK	14CK	8BK	11BK	14CK	14CK	**113**
112	9	10	11AK	12BK	13AK	13BK	15BK	14CK	9BK	9BK	12CK	12CK	11BK	10CK	13CK	14CK	8BK	11BK	14CK	14CK	**112**
111	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	11BK	10BK	13CK	14CK	8BK	10BK	14CK	14CK	**111**
110	9	10	11AK	12BK	13AK	13AK	14BK	14CK	9BK	9BK	12BK	11CK	10BK	10BK	13BK	14CK	8BK	10BK	14CK	13CK	**110**
109	9	10	11AK	12BK	13AK	12AK	14BK	14CK	9BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	8AK	10BK	14CK	13CK	**109**
108	9	10	10AK	11BK	13AK	12AK	14BK	13BK	8BK	9BK	11BK	11CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13CK	**108**
107	9	10	10AK	11AK	12AK	12AK	14BK	13BK	8AK	9BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	10BK	13CK	13BK	**107**
106	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	13BK	7AK	9BK	13CK	12BK	**106**
105	8	9	10AK	11AK	12AK	12AK	13AK	13BK	8AK	8BK	11BK	10CK	10BK	10BK	12BK	12BK	7AK	9AK	13CK	12BK	**105**
104	8	9	10	11AK	12	12AK	13AK	12BK	8AK	8BK	10BK	10CK	10AK	9BK	11BK	12BK	7AK	9AK	13CK	12BK	**104**
103	8	9	10	11AK	12	11AK	13AK	12BK	8AK	8BK	10BK	9CK	10AK	9BK	11BK	12BK	7AK	9AK	12CK	12BK	**103**
102	8	9	10	10AK	12	11AK	13AK	12BK	8AK	8AK	10BK	9BK	9AK	9BK	11BK	12BK	6AK	9AK	12CK	11BK	**102**
101	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	10BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12CK	11BK	**101**
100	8	9	9	10AK	11	11AK	12AK	12BK	7AK	7AK	9BK	9BK	9AK	9BK	11BK	11BK	6AK	8AK	12BK	11BK	**100**
99	8	9	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	9BK	9AK	9BK	10BK	11BK	6	8AK	12BK	11AK	**99**
98	8	8	9	10AK	11	11	12AK	11BK	7AK	7AK	9BK	8BK	9AK	9BK	10BK	11BK	6	8AK	12BK	10AK	**98**
97	8	8	9	9AK	11	10	11AK	11AK	7AK	7AK	9AK	8BK	9AK	9AK	10BK	10BK	5	8AK	11BK	10AK	**97**
96	8	8	9	9AK	11	10	11AK	11AK	7AK	6AK	9AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	**96**
95	7	8	9	9AK	10	10	11AK	11AK	7AK	6AK	8AK	8BK	9AK	8AK	10BK	10BK	5	7AK	11BK	10AK	**95**
94	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	10BK	5	7	11BK	9AK	**94**
93	7	8	8	9	10	10	11	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	9BK	5	7	11BK	9AK	**93**
92	7	8	8	9	10	10	10	10AK	6	6AK	8AK	7BK	8AK	8AK	9AK	9AK	4	7	10BK	9AK	**92**
91	7	8	8	8	10	9	10	10AK	6	6AK	7AK	7BK	8AK	8AK	9AK	9AK	4	6	10BK	9AK	**91**
90	7	8	8	8	10	9	10	9AK	6	5AK	7AK	6BK	8AK	8AK	9AK	9AK	4	6	10BK	8AK	**90**
89	7	7	8	8	10	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	**89**
88	7	7	8	8	9	9	10	9AK	6	5	7AK	6BK	8	7AK	8AK	8AK	4	6	10AK	8	**88**
87	7	7	7	8	9	9	9	9AK	5	5	7AK	6BK	8	7AK	8AK	8AK	3	0	9AK	0	**87**
86	7	7	7	8	9	9	9	9AK	5	5	6AK	5AK	7	7AK	8AK	8AK	3	0	9AK	0	**86**
85	7	7	7	7	9	8	9	8AK	5	4	6AK	5AK	7	7AK	8AK	7AK	3	0	9AK	0	**85**
84	6	7	7	7	9	8	9	8	5	4	6	5AK	7	7	7AK	7AK	3	0	9AK	0	**84**
83	6	7	7	7	9	8	9	8	5	4	6	5AK	7	7	7AK	7AK	3	0	9AK	0	**83**
82	6	7	7	7	8	8	8	8	5	4	5	5AK	7	7	7AK	7AK	0	0	8AK	0	**82**
81	6	7	7	7	8	8	8	7	5	4	5	4AK	7	6	7AK	6AK	0	0	8AK	0	**81**
80	6	6	6	7	8	8	8	7	4	4	5	4AK	7	6	7AK	6AK	0	0	8AK	0	**80**
79	6	6	6	6	8	7	8	7	4	3	5	4AK	7	6	6	6AK	0	0	8	0	**79**
78	6	6	6	6	8	7	8	7	4	3	5	4AK	6	6	6	6AK	0	0	8	0	**78**
77	6	6	6	6	8	7	7	7	4	3	4	3AK	6	6	6	5AK	0	0	0	0	**77**
76	6	6	6	6	7	7	7	6	4	3	4	3AK	6	6	6	5AK	0	0	0	0	**76**
75	6	6	6	6	7	7	7	6	4	3	4	3AK	6	6	6	5AK	0	0	0	0	**75**
74	6	6	6	6	7	6	7	6	4	2	4	3	6	5	5	5	0	0	0	0	**74**
73	5	6	5	5	7	6	7	6	3	2	3	2	6	5	5	4	0	0	0	0	**73**
72	5	5	5	5	7	6	6	6	3	2	3	2	6	5	5	4	0	0	0	0	**72**
71	5	5	5	5	7	6	6	5	3	2	3	2	6	5	5	4	0	0	0	0	**71**
70	5	5	5	5	6	6	6	5	3	2	3	2	5	5	5	4	0	0	0	0	**70**
69	5	5	5	5	6	6	6	5	3	0	3	0	5	5	4	0	0	0	0	0	**69**
65-68	5	5	4	4	6	5	5	4	2	0	2	0	5	4	4	0	0	0	0	0	**65-68**
60-64	4	4	4	3	5	4	4	3	2	0	0	0	4	4	0	0	0	0	0	0	**60-64**
55-59	4	4	3	3	4	3	3	2	0	0	0	0	4	0	0	0	0	0	0	0	**55-59**
50-54	4	3	3	2	3	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
45-49	3	2	2	1	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-49**
41-44	3	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**41-44**
38-40	2	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**38-40**
35-37	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**35-37**
30-34	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-34**
20-29	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**20-29**
03-19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**03-19**

Length: .5 feet
Weight: .5 pounds
Fumble Range: 01 – 02 UM

Range Modifiers: 1' – 10': -15

ALT-17

Main Gauche

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	4CP	6CP	8EP	10EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	150
149	4CP	6CP	8DP	10EP	9DP	9DP	12EP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	149
148	4BP	6CP	8DP	10EP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	148
147	4BP	6BP	8CP	10DP	9CP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	147
146	4BP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10EP	14EP	14EP	10EP	10EP	15EP	18EP	12EP	15EP	18EP	20EP	146
145	4AP	6BP	8CP	10DP	9CP	9CP	12DP	12DP	8DP	10DP	14DP	14EP	10EP	10EP	15EP	17EP	12EP	15EP	18EP	19EP	145
144	4AP	6BP	8CP	10DP	9CP	9CP	12CP	12DP	8DP	10DP	14DP	13EP	10EP	10EP	15EP	17EP	12EP	14EP	18EP	19EP	144
143	4AP	6AP	8CP	10CP	9CP	9CP	12CP	12DP	8CP	10DP	13DP	13EP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	143
142	4AP	6AP	8BP	10CP	9BP	9CP	11CP	11DP	8CP	10DP	13DP	13DP	10DP	10EP	14EP	17EP	11EP	14EP	17EP	19EP	142
141	4AP	6AP	8BP	9CP	9BP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	10DP	10DP	14EP	17EP	11EP	14EP	17EP	19EP	141
140	4AK	6AP	8BP	9CP	9BP	9BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14DP	17EP	18EP	140
139	4	6AP	8BP	9CP	9BP	8BP	11CP	11CP	8CP	9CP	13DP	13DP	10DP	10DP	14DP	16EP	11DP	14EP	17EP	18EP	139
138	4	6AP	7BP	9CP	8BP	8BP	11CP	11CP	8CP	9CP	13CP	12DP	9DP	9DP	14DP	16DP	11DP	13DP	17EP	18EP	138
137	4	6AP	7BP	9CP	8BP	8BP	11CP	11CP	7CP	9CP	12CP	12DP	9DP	9DP	14DP	16DP	10DP	13DP	16EP	18EP	137
136	4	6AP	7BP	9BP	8AP	8BP	11CP	11CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	16DP	10DP	13DP	16EP	17EP	136
135	4	6AK	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	135
134	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7CP	9CP	12CP	12DP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17EP	134
133	4	6	7AP	9BP	8AP	8BP	10BP	10CP	7BP	8CP	12CP	12CP	9CP	9DP	13DP	15DP	10DP	13DP	16EP	17DP	133
132	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	12CP	11CP	9CP	9DP	13DP	15DP	10CP	12DP	16EP	17DP	132
131	4	5	7AP	8BP	8AP	8AP	10BP	10CP	7BP	8CP	11CP	11CP	9CP	9DP	13DP	15DP	10CS	12DP	15EP	16DP	131
130	4	5	7AP	8BP	8AP	8AP	10BP	10BP	7BP	8CP	11CP	11CP	9CP	9CP	12DP	14DP	9CP	12DP	15DP	16DP	130
129	4	5	7AP	8BP	8AS	8AP	10BP	10BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CS	12DP	15DP	16DP	129
128	4	5	7AP	8AP	8AP	7AP	10BP	9BP	7BP	8BP	11CP	11CP	9CP	9CP	12CP	14DP	9CP	12CS	15DP	16DP	128
127	4	5	7AS	8AP	7AS	7AP	9AP	9BP	7BP	8BP	11CP	11CP	9CP	8CP	12CP	14DP	9CS	12CP	15DP	16DS	127
126	4	5	6AP	8AP	7AP	7AS	9AP	9BP	7BS	8BP	11CP	10CP	8CP	8CP	12CP	14DP	9CP	11CS	15DP	15DP	126
125	4	5	6AK	8AP	7AK	7AP	9AP	9BP	6BP	7BP	10BP	10CP	8CP	8CP	12CP	13CP	9CS	11CP	14DP	15DS	125
124	4	5	6	8AP	7	7AS	9AP	9BP	6BS	7BP	10BP	10CP	8CP	8CP	12CP	13CP	8CP	11CS	14DP	15DP	124
123	4	5	6	7AP	7	7AP	9AP	9BP	6BP	7BS	10BP	10CP	8CP	8CP	11CP	13CP	8CS	11CP	14DP	15DS	123
122	4	5	6	7AP	7	7AS	9AP	9BP	6AS	7BP	10BP	10CP	8BP	8CP	11CP	13CP	8CP	11CS	14DP	14DP	122
121	3	5	6	7AP	7	7AP	9AS	8BP	6AP	7BS	10BP	9CP	8BS	8CP	11CP	13CP	8BS	11CP	14DS	14CS	121
120	3	5	6	7AP	7	7AK	9AP	8BP	6AS	7BP	10BS	9CP	8BP	8CP	11CP	12CP	8BP	10CS	14DP	14CP	120
119	3	5	6	7AP	7	7	8AS	8AP	6AP	7BS	9BP	9CP	8BS	8CP	11CP	12CP	8BS	10CP	14DS	14CS	119
118	3	5	6	7AP	7	6	8AP	8AP	6AS	7BP	9BS	9BP	8BP	8CS	11CP	12CP	7BP	10BS	13DP	14CP	118
117	3	5	6	7AS	7	6	8AS	8AP	6AP	7AS	9BP	9BP	8BS	8CP	10CP	12CP	7BS	10BP	13CS	13CS	117
116	3	5	6	7AP	6	6	8AP	8AP	6AS	6AP	9BS	9BP	8BP	7CS	10CS	12CP	7BP	10BS	13CP	13CP	116
115	3	4	6	7AK	6	6	8AK	8AP	6AP	6AS	9BP	8BP	8BS	7CP	10BP	11CP	7BS	10BP	13CS	13CS	115
114	3	4	5	6	6	6	8	7AP	6AS	6AP	9BS	8BS	7BP	7BS	10BS	11CS	7BP	9BS	13CP	13CP	114
113	3	4	5	6	6	6	8	7AS	5AP	6AS	8AP	8BP	7BS	7BP	10BP	11CP	7AS	9BP	13CS	13CS	113
112	3	4	5	6	6	6	7	7AP	5AS	6AP	8AS	8BS	7BP	7BS	10BS	11BS	7AP	9BS	12CP	12CP	112
111	3	4	5	6	6	6	7	7AS	5AP	6AS	8AP	8BP	7BS	7BP	10BP	11BP	6AS	9BP	12CS	12BS	111
110	3	4	5	6	6	6	7	7AP	5AK	6AP	8AS	8BS	7BP	7BS	9BS	10BS	6AP	9BS	12CP	12BP	110
109	3	4	5	6	6	6	7	7AS	5	6AS	8AP	7BP	7BS	7BP	9BP	10BP	6AS	9AP	12CS	12BS	109
108	3	4	5	6	6	6	7	7AP	5	5AP	8AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	12CP	11BP	108
107	3	4	5	6	6	5	7	6AS	5	5AS	8AP	7BP	7AS	7BP	9BP	10BP	6AS	8AP	12CS	11BS	107
106	3	4	5	6	6	5	7	6AP	5	5AP	7AS	7BS	7AP	7BS	9BS	10BS	6AP	8AS	11CP	11BP	106
105	3	4	5	5	5	5	6	6AK	5	5AK	7AP	7BP	7AS	6BP	9BP	9BP	5AS	8AP	11BS	11BS	105
104	3	4	5	5	5	5	6	6	5	5	7AS	7AS	7AP	6BS	8BS	9BS	5AP	8AS	11BP	11BP	104
103	3	4	5	5	5	5	6	6	5	5	7AP	6AP	7AS	6BP	8BP	9BP	5AK	8AP	11BS	10BS	103
102	3	4	4	5	5	5	6	6	5	5	7AS	6AS	6AP	6BS	8BS	9BS	5	7AS	11BP	10AP	102
101	3	4	4	5	5	5	6	6	4	5	7AP	6AP	6AS	6BP	8BP	9BP	5	7AP	11BS	10AS	101
100	3	4	4	5	5	5	6	5	4	4	6AK	6AS	6AP	6AS	8BS	8BS	5	7AS	10BP	10AP	100
99	3	4	4	5	5	5	6	5	4	4	6	6AP	6AS	6AP	8AP	8BP	4	7AP	10BS	10AS	99
98	3	4	4	5	5	5	6	5	4	4	6	5AS	6AP	6AS	8AS	8BS	4	7AK	10BP	9AP	98
97	3	3	4	5	5	4	5	5	4	4	6	5AP	6AS	6AP	7AP	8BP	4	7	10BS	9AS	97
96	3	3	4	4	5	4	5	5	4	4	6	5AS	6AP	6AS	7AS	8BS	4	6	10BP	9AP	96
95	3	3	4	4	5	4	5	5	4	4	6	5AP	6AS	6AP	7AP	7AP	4	6	10BS	9AS	95
94	3	3	4	4	4	4	5	5	4	4	5	5AS	6AP	6AS	7AS	7AS	4	6	10AP	8AP	94
93	3	3	4	4	4	4	5	4	4	4	5	5AP	6AK	5AP	7AP	7AP	4	6	9AS	8AK	93
92	2	3	4	4	4	4	5	4	4	4	5	4AS	6	5AS	7AS	7AS	3	6	9AP	8	92
91	2	3	4	4	4	4	5	4	4	3	5	4AP	6	5AP	6AP	7AP	3	6	9AS	8	91
90	2	3	3	4	4	4	4	4	4	3	5	4AK	5	5AS	6AS	6AS	3	5	9AP	8	90
89	2	3	3	4	4	4	4	4	3	3	5	4	5	5AP	6AP	6AP	3	5	9AS	7	89
88	2	3	3	4	4	4	4	4	3	3	4	4	5	5AK	6AS	6AS	3	5	9AP	7	88
87	2	3	3	3	4	4	4	4	3	3	4	4	5	5	6AP	6AP	3	5	8AS	7	87
86	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AS	6AS	2	5	8AP	7	86
85	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6AP	5AP	2	0	8AS	0	85
84	2	3	3	3	4	3	4	3	3	3	4	3	5	5	5AK	5AS	2	0	8AP	0	84
83	2	3	3	3	3	3	4	3	3	2	4	3	5	5	5AS	5AP	2	0	8AK	0	83
82	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AS	2	0	8	0	82
81	2	3	3	3	3	3	3	3	3	2	3	3	5	4	5	5AP	2	0	7	0	81
80	2	2	3	3	3	3	3	3	3	2	3	2	5	4	5	4AS	0	0	7	0	80
79	2	2	3	3	3	3	3	2	3	2	3	2	5	4	5	4AP	0	0	7	0	79
78	2	2	2	2	3	3	3	2	3	2	3	2	4	4	4	4AK	0	0	7	0	78
77	2	2	2	2	3	3	3	2	2	2	3	2	4	4	4	4	0	0	7	0	77
76	2	2	2	2	3	2	3	2	2	2	2	2	4	4	4	4	0	0	7	0	76
75	2	2	2	2	3	2	2	2	2	0	2	0	4	4	4	3	0	0	0	0	75
74	2	2	2	2	3	2	2	2	2	0	2	0	4	4	4	3	0	0	0	0	74
73	2	2	2	2	3	2	2	2	2	0	2	0	4	4	4	3	0	0	0	0	73
72	2	2	2	2	2	2	2	1	2	0	2	0	4	4	4	3	0	0	0	0	72
71	2	2	2	2	2	2	2	1	2	0	2	0	4	3	3	3	0	0	0	0	71
70	2	2	2	2	2	2	2	1	2	0	0	0	4	3	3	0	0	0	0	0	70
69	2	2	2	1	2	2	2	1	2	0	0	0	4	3	3	0	0	0	0	0	69
68	2	2	2	1	2	2	2	1	2	0	0	0	4	3	3	0	0	0	0	0	68
67	2	2	2	1	2	2	1	1	2	0	0	0	4	3	3	0	0	0	0	0	67
66	2	2	1	1	2	2	1	1	2	0	0	0	3	3	3	0	0	0	0	0	66
65	2	2	1	1	2	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	65
63-64	1	2	1	1	2	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	63-64
61-62	1	1	1	1	1	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	61-62
56-60	1	1	1	0	1	1	0	0	0	0	0	0	3	0	0	0	0	0	0	0	56-60
51-55	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51-55
46-50	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-50
36-45	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	36-45
06-35	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	06-35

Length: ca.3 feet
Weight: 0.5 pounds
Fumble Range: 01 – 08 UM

Range Modifiers: —

ALT--18

Morning Star

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27K	30EK	33EK	35EK	**150**
149	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	**149**
148	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	35EK	**148**
147	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	27EK	27EK	25EK	25EK	30EK	33EK	27EK	30EK	33EK	34EK	**147**
146	15EK	17EK	19EK	21EK	22EK	22EK	25EK	25EK	21EK	23EK	26EK	26EK	25EK	25EK	29EK	32EK	26EK	29EK	32EK	34EK	**146**
145	15DK	17DK	19EK	21EK	22EK	22EK	24EK	24EK	21EK	22EK	26EK	26EK	24EK	24EK	29EK	32EK	26EK	29EK	32EK	34EK	**145**
144	15DK	17DK	18EK	20EK	21EK	21EK	24EK	24EK	20EK	22EK	26EK	26EK	24EK	24EK	29EK	32EK	26EK	29EK	32EK	33EK	**144**
143	15DK	17DK	18DK	20EK	21EK	21EK	24EK	24EK	20EK	22EK	26EK	25EK	24EK	24EK	29EK	31EK	25EK	28EK	31EK	33EK	**143**
142	15DP	16DK	18DK	20EK	21DK	21DK	24EK	24EK	20EK	22EK	25EK	25EK	24EK	24EK	28EK	31EK	25EK	28EK	31EK	33EK	**142**
141	14DK	16DP	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	24EK	24EK	28EK	31EK	25EK	28EK	31EK	32EK	**141**
140	14CP	16CK	18DK	20EK	21DK	21DK	23DK	23EK	20EK	21EK	25EK	25EK	23EK	23EK	28EK	30EK	24EK	27EK	30EK	32EK	**140**
139	14CK	16CP	18DP	19DK	20DP	20DK	23DK	23EK	19DK	21EK	25EK	24EK	23EK	23EK	27EK	30EK	24EK	27EK	30EK	31EK	**139**
138	14CP	16CK	17DK	19DK	20DK	20DP	23DK	23EK	19DK	21EK	24EK	24EK	23EK	23EK	27EK	30EK	24EP	27EK	30EK	31EK	**138**
137	14CK	16CP	17DP	19DP	20DP	20DK	22DP	22DK	19DP	20EK	24DK	24EK	23DK	23EK	27EK	29EK	23EK	26EP	30EK	31EK	**137**
136	14CP	16CK	17DK	19DK	20DK	20DP	22DK	22DK	19DK	20DP	24DK	23EK	23DP	22EK	27EK	29EK	23EP	26EK	29EK	30EP	**136**
135	14CK	15CP	17CP	19DP	20DP	20DK	22DP	22DP	19DP	20DK	23DK	23EK	22DK	22DP	26EK	29EK	23EK	26EP	29EK	30EK	**135**
134	14CP	15CK	17CK	18DK	19DK	19DP	22DK	22DK	18DK	20DP	23DK	23EK	22DP	22DK	26EP	28EK	23EP	25EK	29EP	30EP	**134**
133	14CK	15CP	17CP	18DP	19DP	19DK	21DP	21DP	18DP	19DK	23DP	23EP	22DK	22DP	26EK	28EP	22EK	25EP	28EK	29EK	**133**
132	13BP	15BK	16CK	18DK	19DK	19DP	21DK	21DK	18DK	19DP	23DK	22DK	22DP	22DK	25DP	28EK	22EP	25EK	28EP	29EP	**132**
131	13BK	15BP	16CP	18DP	19CP	19DK	21DP	21DP	18DP	19DK	22DP	22DP	22DK	21DP	25DK	27EP	22DK	24EP	28EK	28EK	**131**
130	13BP	15BK	16CK	18DK	19CK	19CP	21DK	21DK	18DK	19DP	22DK	22DK	21DP	21DK	25DP	27EK	21DP	24EK	27EP	28EP	**130**
129	13BK	15BP	16CP	17DP	19CP	18CK	21CP	20DP	17DP	18DK	22DP	21DP	21DK	21DP	25DK	27DP	21DK	24DP	27EK	28EK	**129**
128	13BP	14BK	16CK	17DK	18CK	18CP	20CK	20DK	17CK	18DP	22DK	21DK	21DP	21DK	24DP	26DK	21DP	23DK	27EP	27EP	**128**
127	13BK	14BP	16CP	17CP	18CP	18CK	20CP	20DP	17CP	18DK	21DP	21DP	21DK	20DP	24DK	26DP	20DK	23DP	27EK	27EK	**127**
126	13BP	14BK	15CK	17CK	18CK	18CP	20CK	20DK	17CK	18DP	21DK	21DK	21DP	20DK	24DP	26DK	20DP	23DK	26EP	27EP	**126**
125	13AK	14BP	15BP	17CP	18CP	18CK	20CP	19DP	17CP	17DK	21DP	20DP	20CK	20DP	23DK	25DP	20DK	22DP	26EK	26EK	**125**
124	13AP	14AK	15BK	16CK	18CK	17CP	19CK	19DK	16CK	17DP	20DK	20DK	20CP	20DK	23DP	25DK	19DP	22DK	26EP	26EP	**124**
123	12AK	14AP	15BP	16CP	17CP	17CK	19CP	19DP	16CP	17DK	20DP	20DP	20CK	20DP	23DK	25DP	19DK	22DP	25EK	26EK	**123**
122	12AP	14AK	15BK	16CK	17CK	17CP	19DK	19DK	16CK	17CP	20DK	19DK	20CP	19DK	23DP	24DK	19DP	21DK	25EP	25EP	**122**
121	12AK	13AP	15BP	16CP	17CP	17CK	19CP	18CP	16CP	16CK	20CP	19DP	19CK	19DP	22DK	24DP	19DK	21DP	25EK	25EK	**121**
120	12AP	13AK	14BK	16CK	17BK	17CP	18CK	18CK	16CK	16CP	19CK	19DK	19CP	19DK	22DP	24DK	18DP	21DK	24EP	24DP	**120**
119	12AK	13AP	14BP	15CP	17BP	16CK	18CP	18CP	15CP	15CK	19CP	19DP	19CK	19DP	22DK	23DP	18DK	20DP	24DK	24DK	**119**
118	12AP	13AK	14BK	15CK	16BK	16BP	18CK	18CK	15CK	16CP	19CK	18DK	19CP	19DK	21DP	23DK	18DP	20DK	24DP	24DP	**118**
117	12AK	13AP	14BP	15CP	16BP	16BK	18CP	17CP	15CP	16CK	19CP	18DP	19CK	18CP	21DK	23DP	17DK	20DP	24DK	23DK	**117**
116	12AP	13AK	14BK	15CK	16BK	16BP	17CK	17CK	15CK	15CP	18CK	18DK	18CP	18CK	21DP	22DK	17CP	19DK	23DP	23DP	**116**
115	11AK	13AP	14AP	15BP	16BP	16BK	17CP	17CP	15CP	15CK	18CP	17DP	18CK	18CP	21DK	22DP	17CK	19DP	23DK	23DK	**115**
114	11	12AK	13AK	14BK	16BK	15BP	17CK	17CK	14CK	15CP	18CK	17DK	18CP	18CK	20CP	22DK	16CP	19DK	23DP	22DP	**114**
113	11	12AP	13AP	14BP	15BP	15BK	17CP	16CP	14CP	15CK	17CP	17CP	18CK	17CP	20CK	22DP	16CK	18DP	22DK	22DK	**113**
112	11	12AK	13AK	14BK	15AK	15BP	17BK	16CK	14BK	14CP	17CK	17CK	18CP	17CK	20CP	21DK	16CP	18CK	22DP	21DP	**112**
111	11	12AP	13AP	14BP	15AP	15BK	16BP	16CP	14BP	14CK	17CP	16CP	17CK	17CP	20CK	21DP	16CK	18CP	22DK	21DK	**111**
110	11	12AK	13AK	14BK	15AK	15BP	16BK	16CK	14BK	14CP	17CK	16CK	17CP	17CK	19CP	20DK	15CP	17CK	21DP	21DP	**110**
109	11	12	12AP	13BP	15AP	14BK	16BP	15CP	13BP	14CK	16CP	16CP	17BK	17CP	19CK	20DP	15CK	17CP	21DK	20DK	**109**
108	11	12	12AK	13BK	15AK	14AP	16BK	15CK	13BK	13CP	16CK	15CK	17BP	16CK	19CP	20CK	15CP	17CK	21DP	20DP	**108**
107	11	11	12AP	13BP	14AP	14AK	15BP	15CP	13BP	13CK	16CP	15CP	17BK	16CP	18CK	19CP	14CK	16CP	20DK	20DK	**107**
106	10	11	12AK	13BK	14AK	14AP	15BK	15CK	13BK	13BP	16CK	15CK	16BP	16CK	18CP	19CK	14CP	16CK	20DP	19DP	**106**
105	10	11	12AP	13BP	14AP	14AK	15BP	14BP	13BP	13BK	15CP	15CP	16BK	16CP	18CK	19CP	14CK	16CP	20DK	19DK	**105**
104	10	11	12AK	12AK	14AK	13AP	15BK	14BK	12BK	12BP	15CK	14CK	16BP	15CK	18CP	18CK	13BP	15CK	20DP	19DP	**104**
103	10	11	11AP	12AP	14AP	13AK	14BP	14BP	12BP	12BK	15CP	14CP	16BK	15CP	17CK	18CP	13BK	15CP	19DK	18DK	**103**
102	10	11	11AK	12AK	13AK	13AP	14BK	14BK	12BK	12BP	14BK	14CK	16BP	15CK	17CP	18CK	13BP	15BK	19DP	18DP	**102**
101	10	11	11AP	12AP	13AP	13AK	14AP	13BP	12BP	12BK	14BP	13CP	15BK	15CP	17CK	17CP	12BK	14BP	19DK	17DK	**101**
100	10	10	11AK	12AK	13AK	13AP	14AK	13BK	12BK	11BP	14BK	13CK	15BP	15CK	16CP	17CK	12BP	14BK	18DP	17CP	**100**
99	10	10	11	11AP	13	12AK	13AP	13BP	11AP	11BK	14BP	13CP	15BK	14BP	16CK	17CP	12AK	14BP	18CK	17CK	**99**
98	10	10	11	11AK	13	12AP	13AK	13BK	11AK	11BP	13BK	13CK	15BP	14BK	16BP	16CK	11AP	13BK	18CP	16CP	**98**
97	9	10	10	11AP	12	12AK	13AP	12BP	11AP	11BK	13BP	12CP	14BK	14BP	16BK	16CP	11AK	13BP	17CK	16CK	**97**
96	9	10	10	11AK	12	12AP	13AK	12BK	11AK	10BP	13BK	12CK	14AP	14BK	15BP	16CK	11AP	13BK	17CP	16CP	**96**
95	9	10	10	11AP	12	12AK	13AP	12BP	11AP	10BK	13BP	12CP	14AK	14BP	15BK	15BP	11AK	12AP	17CK	15CK	**95**
94	9	10	10	10AK	12	11	12AK	12BK	10AK	10BP	12BK	11CK	14AP	13BK	15BP	15BK	10	12AK	17CP	15CP	**94**
93	9	9	10	10AP	12	11	12AP	11BP	10AP	10AK	12BP	11BP	14AK	13BP	14BK	15BP	10	12AP	16CK	14CK	**93**
92	9	9	10	10AK	11	11	12AK	11AK	10AK	9AP	12BK	11BK	13AP	13BK	14BP	14BK	10	11AK	16CP	14BP	**92**
91	9	9	9	10AP	11	11	12AP	11AP	10AP	9AK	12BP	11BP	13AK	13BP	14BK	14BP	9	11AP	16CK	14BK	**91**
90	9	9	9	10AK	11	11	11AK	11AK	10AK	9AP	11AK	10BK	13AP	12BK	14BP	14BK	9	11AK	15CP	13BP	**90**
89	9	9	9	9	11	10	11	10AP	9	9AK	11AP	10BP	13AK	12BP	13BK	13BP	9	10	15CK	13BK	**89**
88	8	9	9	9	11	10	11	10AK	9	9AP	11AK	10BK	13AP	12BK	13BP	13BK	8	10	15CP	13BP	**88**
87	8	9	9	9	11	10	11	10AP	9	8AK	10AP	9BP	12AK	12AP	13BK	13BP	8	10	14BK	12AK	**87**
86	8	9	9	9	10	10	10	10AK	9	8AP	10AK	9BK	12AP	12AK	12BP	13BK	8	9	14BP	12AP	**86**
85	8	8	8	9	10	10	10	9AP	9	8AK	10AP	9BP	12AK	11AP	12BK	12BP	7	9	14BK	12AK	**85**
84	8	8	8	8	10	9	10	9AK	8	8	10AK	9BK	12	11AK	12AP	12BK	7	9	14BP	11	**84**
83	8	8	8	8	10	9	10	9AP	8	7	9AP	8BP	12	11AP	12AK	11BP	7	8	13BK	11	**83**
82	8	8	8	8	10	9	9	9AK	8	7	9AK	8BK	11	11AK	11AP	11BK	7	8	13BP	10	**82**
81	8	8	8	8	9	9	9	8AP	8	7	9AP	8BP	11	10AP	11AK	11AP	6	8	13BK	10	**81**
80	7	8	8	8	9	9	9	8AK	8	7	9AK	7BK	11	10AK	11AP	10AK	6	7	12BP	10	**80**
79	7	8	7	7	9	8	9	8	7	6	8	7AP	11	10	11AK	10AP	6	7	12AK	9	**79**
78	7	7	7	7	9	8	9	8	7	6	8	7AK	11	10	10AP	10AK	5	7	12AP	9	**78**
77	7	7	7	7	9	8	8	7	7	6	8	7AP	10	10	10AK	9AP	5	6	11AK	9	**77**
76	7	7	7	7	8	8	8	7	7	6	7	6AK	10	9	10AP	9AK	5	6	11AP	8	**76**
75	7	7	7	7	8	8	8	7	7	5	7	6AP	10	9	9AK	9AP	4	6	11AK	8	**75**
74	7	7	6	6	8	7	8	7	6	5	7	6AK	10	9	9	8AK	4	0	11	0	**74**
73	7	7	6	6	8	7	7	6	6	5	7	5AP	10	9	9	8AP	4	0	10	0	**73**
72	7	7	6	6	8	7	7	6	6	5	6	5AK	9	9	9	8AK	3	0	10	0	**72**
71	6	6	6	6	8	7	7	6	6	4	6	5AP	9	8	8	7AP	3	0	10	0	**71**
70	6	6	6	6	7	7	7	6	6	4	6	5AK	9	8	8	7AK	3	0	9	0	**70**
69	6	6	6	5	7	6	6	5	5	4	6	4	9	8	8	7	0	0	9	0	**69**
68	6	6	5	5	7	6	6	5	5	4	5	4	8	8	7	6	0	0	9	0	**68**
67	6	6	5	5	7	6	6	5	5	3	5	4	8	7	7	6	0	0	8	0	**67**
64-66	6	5	5	5	6	5	5	4	4	3	4	3	8	7	6	5	0	0	7	0	**64-66**
61-63	5	5	4	4	6	5	5	3	4	2	4	2	7	6	5	4	0	0	0	0	**61-63**
58-60	5	5	4	3	5	4	4	3	3	0	3	0	6	5	5	0	0	0	0	0	**58-60**
55-57	5	4	3	3	5	4	3	2	3	0	2	0	6	5	4	0	0	0	0	0	**55-57**
49-54	4	3	2	2	4	3	2	1	2	0	0	0	5	4	0	0	0	0	0	0	**49-54**
45-48	4	3	2	1	3	2	1	0	0	0	0	0	4	0	0	0	0	0	0	0	**45-48**
28-44	3	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**28-44**
20-27	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**20-27**
09-19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**09-19**

Length: 6 – 15 feet
Weight: 2 – 10 pounds
Fumble Range: 01 – 07 UM

Range Modifiers: —

ALT-19
Polearm
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	40EK	**150**
149	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26ES	28ES	32ES	32ES	30ES	30ES	35ES	38ES	32ES	35ES	38ES	40ES	**149**
148	16EP	18EP	20EP	22EP	25EP	25EP	28EP	28EP	26EK	28EK	32EK	32EK	30EK	30EK	35EK	38EK	32EK	35EK	38EK	39EK	**148**
147	16DP	18EP	20EP	22EP	25EP	25EP	28EP	27EP	26ES	27ES	31ES	31ES	30ES	30ES	34ES	37ES	31ES	34ES	37ES	39ES	**147**
146	16DP	18DP	20EP	21EP	24EK	24EP	27EP	27EP	25EK	27EK	31EK	31EK	29EK	29EK	34EK	37EK	31EK	34EK	37EK	38EK	**146**
145	16DP	18DP	19DP	21EP	24ES	24EK	27EK	27EP	25ES	27ES	30ES	30ES	29ES	29ES	34ES	36ES	30ES	33ES	36ES	38ES	**145**
144	16CK	17DP	19DP	21EP	24EP	24ES	27ES	26EK	25EK	26EK	30EK	30EK	29EK	29EK	33EK	36EK	30EK	33EK	36EK	37EK	**144**
143	15CS	17DP	19DP	21EP	24DK	24DP	26DP	26ES	24ES	26ES	30ES	30ES	28ES	28ES	33ES	35ES	29ES	32ES	36ES	37ES	**143**
142	15CP	17CK	19DP	20EP	23DS	23DK	26DK	26EP	24EP	26EP	29EK	29EK	28EK	28EK	32EK	35EK	29EK	32EK	35EK	36EK	**142**
141	15CK	17CS	18DP	20DP	23DP	23DS	26DS	25EK	24EK	25EK	29ES	29ES	28ES	28ES	32ES	35ES	28ES	31ES	35ES	36ES	**141**
140	15CS	17CP	18DK	20DP	23DK	23DP	25DP	25ES	23ES	25ES	28EP	28EP	28EK	27EK	32EK	34EK	28EK	31EK	34EK	35EK	**140**
139	15BP	17CK	18CS	20DP	23DS	23DK	25DK	25DP	23DP	24EP	28EK	28EK	27ES	27ES	31ES	34ES	28ES	30ES	34ES	35ES	**139**
138	15BK	16CS	18CP	19DP	22DP	22DS	25DS	24DK	23DK	24EK	28ES	28ES	27EK	27EK	31EK	33EK	27EK	30EK	34EK	34EK	**138**
137	15BS	16CP	18CK	19DK	22DK	22DP	24DP	24DS	23DS	24ES	27DP	27EP	27ES	27ES	30ES	33ES	27ES	29ES	33ES	34ES	**137**
136	14BP	16BK	17CS	19DS	22DS	22DK	24DK	24DP	22DP	23DP	27DK	27EK	26DK	26EK	30EK	32EK	26EK	29EK	33EK	33EK	**136**
135	14BK	16BS	17CP	19DP	22CP	21DS	24DS	23DK	22DK	23DK	26DS	26ES	26DS	26ES	30ES	32ES	26ES	28ES	32ES	33ES	**135**
134	14AS	16BP	17CK	18DK	21CK	21CP	23DP	23DS	22DS	23DS	26DP	26EP	26DK	26EK	29EK	32EK	25EK	28EK	32EK	32EK	**134**
133	14AP	15BK	17CS	18DS	21CS	21CK	23CK	23DP	21DP	22DP	26DK	26DK	26DS	25DS	29ES	31ES	25ES	28ES	32ES	32ES	**133**
132	14AK	15BS	16CP	18DP	21CP	21CS	23CS	22DK	21DK	22DK	25DS	25DS	25DK	25DK	29EK	31EK	24EK	27EK	31EK	31EK	**132**
131	14AS	15BP	16BK	18CK	21CK	20CP	22CP	22DS	21DS	21DS	25DP	25DP	25DS	25DS	28DS	30ES	24DS	27ES	31ES	31ES	**131**
130	14AP	15AK	16BS	17CS	20CS	20CK	22CK	22DP	20DP	21DP	24DK	24DK	25DK	24DK	28DK	30EK	24DP	27EP	30EK	30EK	**130**
129	13AK	15AS	16BP	17CP	20CP	20CS	22CS	21DK	20DK	21DK	24DS	24DS	24DS	24DS	27DS	29DS	23DK	26EK	30ES	30ES	**129**
128	13AS	15AP	16BK	17CK	20CK	20CP	22CP	21DS	20CS	20DS	24DP	24DP	24DK	24DK	27DK	29DK	23DS	25DS	30EK	29EP	**128**
127	13AP	14AK	15BS	17CS	20BS	19CK	21CK	21DP	20CP	20DP	23DK	23DK	24DS	23DS	27DS	29DS	22DP	25DP	29ES	29EK	**127**
126	13AK	14AS	15BP	16CP	19BP	19CS	21CS	20CK	19CK	20DK	23DS	23DS	24DK	23DK	26DK	28DK	22DK	24DK	29EP	28ES	**126**
125	13AS	14AP	15BK	16CK	19BK	19BP	21CP	20CS	19CS	19DS	22DP	22DP	23DS	23DS	26DS	28DS	21DS	24DS	28EK	28EP	**125**
124	13	14AK	15BS	16CS	19BS	19BK	20CK	20CP	19CP	19DP	22DK	22DK	23DK	23DK	25DK	27DK	21DP	23DP	28ES	27EK	**124**
123	13	14AS	14AP	16CP	19BP	18BS	20CS	19CK	18CK	18DK	22DS	22DS	23CS	22DS	25DS	27DS	20DK	23DK	28EP	27DS	**123**
122	12	13AP	14AK	15CK	18BK	18BP	20CP	19CS	18CS	18CS	21CP	21DP	22CP	22DK	25DK	26DK	20DS	22DS	27EK	26DP	**122**
121	12	13AK	14AS	15BS	18BS	18BK	19CK	19CP	18CP	18CP	21CK	21DK	22CK	22DS	24DS	26DS	20DP	22DP	27DS	26DK	**121**
120	12	13AS	14AP	15BP	18AP	17BS	19CS	18CK	17CK	17CK	20CS	20DS	22CS	21DP	24DK	26DK	19DK	21DK	26DP	25DS	**120**
119	12	13	14AK	14BK	18AK	17BP	19BP	18CS	17CS	17CS	20CP	20DP	22CP	21DK	23DS	25DS	19DS	21DS	26DK	25DP	**119**
118	12	13	13AS	14BS	17AS	17BK	18BK	18CP	17CP	17CP	20CK	20DK	21CK	21DS	23DP	25DK	18DP	21DP	26DS	24DK	**118**
117	12	13	13AP	14BP	17AP	17BS	18BS	17CK	17CK	16CK	19CS	19DS	21CS	20DP	23DK	24DS	18DK	20DK	25DP	24DS	**117**
116	12	12	13AK	14BK	17AK	16AP	18BP	17CS	16CS	16CS	19CP	19DP	21CP	20DK	22DS	24DP	17DS	20DS	25DK	23DP	**116**
115	11	12	13AS	13BS	17AS	16AK	17BK	17CP	16CP	15CP	18CK	18CK	20CK	20CS	22DP	23DK	17CP	19DP	24DS	23DK	**115**
114	11	12	12AP	13BP	16AP	16AS	17BS	16CK	16BK	15CK	18CS	18CS	20CS	19CP	22DK	23DS	16CK	19DK	24DP	22DS	**114**
113	11	12	12AK	13BK	16AK	16AP	17BP	16BS	15BS	15CS	18CP	17CP	20CP	19CK	21CS	23DP	16CS	18DS	23DK	22DP	**113**
112	11	12	12AS	13AS	16AS	15AK	16BK	16BP	15BP	14CP	17CK	17CK	20CK	19CS	21CP	22DK	16CP	18DP	23DS	21DK	**112**
111	11	11	12AP	12AP	16AP	15AS	16BS	15BK	15BK	14CK	17CS	17CS	19CS	19CP	20CK	22DS	15CK	17CK	23DP	21DS	**111**
110	11	11	12AK	12AK	15AK	15AP	16AP	15BS	14BS	14CS	16CP	16CP	19CP	18CK	20CS	21DP	15CS	17CS	22DK	20DP	**110**
109	11	11	11	12AS	15	15AK	15AK	15BP	14BP	13CP	16CK	16CK	19CK	18CS	20CP	21CK	14CP	16CP	22DS	20DK	**109**
108	10	11	11	12AP	15	14AS	15AS	14BK	14BK	13CK	16CS	15CS	18CS	18CP	19CK	20CS	14CK	16CK	21DP	19DS	**108**
107	10	11	11	11AK	15	14AP	15AP	14BS	14BS	13BS	15CP	15CP	18CP	17CK	19CS	20CP	13CS	15CS	21DK	19DP	**107**
106	10	11	11	11AS	14	14AK	15AK	14BP	13BP	12BP	15CK	15CK	18BK	17CS	18CP	20CK	13CP	15CP	21DS	18DK	**106**
105	10	10	10	11AP	14	13AS	14AS	13BK	13BK	12BK	14BS	14CS	17BS	17CP	18CK	19CS	12CK	14CK	20DP	18DS	**105**
104	10	10	10	11AK	14	13	14AP	13BS	13BS	11BS	14BP	14CP	17BP	16CK	18CS	19CP	12CS	14CS	20DK	17CP	**104**
103	10	10	10	10AS	14	13	14AK	13BP	12AP	11BP	14BK	13CK	17BK	16CS	17CP	18CK	12CP	14CP	19DS	17CK	**103**
102	10	10	10	10AP	13	13	13AS	12AK	12AK	11BK	13BS	13CS	17BS	16CP	17CK	18CS	11BK	13CK	19DP	16CS	**102**
101	9	10	10	10AK	13	12	13AP	12AS	12AS	10BS	13BP	13CP	16BP	16CK	17CS	17CP	11BS	13CS	19CK	16CP	**101**
100	9	9	9	10AS	13	12	13AK	12AP	11AP	10BP	12BK	12CK	16BK	15CS	16CP	17CK	10BP	12CP	18CS	15CK	**100**
99	9	9	9	9	13	12	12	11AK	11AK	10BK	12BS	12CS	16BS	15CP	16CK	17CS	10BK	12BK	18CP	15CS	**99**
98	9	9	9	9	12	12	12	11AS	11AS	9BS	12BP	11CP	15BP	15CK	15CS	16CP	9AS	11BS	17CK	14CP	**98**
97	9	9	9	9	12	11	12	11AP	11AP	9BP	11BK	11BK	15BK	14BS	15BP	16CK	9AP	11BP	17CS	14CK	**97**
96	9	9	8	9	12	11	11	10AK	10AK	8AK	11BS	11BS	15BS	14BP	15BK	15CS	8AK	10BK	17CP	13CS	**96**
95	8	9	8	8	12	11	11	10AS	10AS	8AS	10BP	10BP	15BP	14BK	14BS	15BP	8AS	10BS	16CK	13CP	**95**
94	8	8	8	8	11	11	11	10AP	10	8AP	10AK	10BK	14AK	13BS	14BP	14BK	8	9BP	16CS	12BK	**94**
93	8	8	8	8	11	10	10	9AK	9	7AK	10AS	9BS	14AS	13BP	13BK	14BS	7	9AK	15CP	12BS	**93**
92	8	8	8	7	11	10	10	9AS	9	7AS	9AP	9BP	14AP	13BK	13BS	14BP	7	8AS	15CK	11BP	**92**
91	8	8	7	7	11	10	10	9AP	9	7AP	9AK	9BK	13AK	12BS	13BP	13BK	6	8AP	15CS	11BK	**91**
90	8	8	7	7	10	9	9	8AK	8	6AK	8AS	8BS	13AS	12BP	12BK	13BS	6	7AK	14CP	10AS	**90**
89	8	8	7	7	10	9	9	8	8	6	8AP	8BP	13AP	12BK	12BS	12BP	5	7	14CK	10AP	**89**
88	7	7	7	6	10	9	9	8	8	5	8AK	7BK	13AK	12BS	11BP	12BK	5	0	13BS	9AK	**88**
87	7	7	6	6	10	9	8	7	8	5	7AS	7BS	12AS	11BP	11BK	11BS	4	0	13BP	9	**87**
86	7	7	6	6	9	8	8	7	7	5	7AP	7BP	12AP	11AK	11BS	11BP	4	0	13BK	0	**86**
85	7	7	6	6	9	8	8	7	7	4	6AK	6AK	12AK	11AS	10AP	11BK	0	0	12BS	0	**85**
84	7	7	6	5	9	8	8	6	7	4	6	6AS	11	10AP	10AK	10BS	0	0	12BP	0	**84**
83	7	6	6	5	9	8	7	6	6	4	6	5AP	11	10AK	10AS	10AP	0	0	11BK	0	**83**
82	7	6	5	5	8	7	7	6	6	3	5	5AK	11	10AS	9AP	9AK	0	0	11AS	0	**82**
81	6	6	5	5	8	7	7	5	6	3	5	5AS	11	9AP	9AK	8AS	0	0	11AP	0	**81**
80	6	6	5	4	8	7	6	5	5	0	4	4AP	10	9AK	8AS	8AP	0	0	10AK	0	**80**
79	6	6	5	4	8	7	6	5	5	0	4	4AK	10	9	8AP	8AK	0	0	10AS	0	**79**
78	6	6	4	4	7	6	6	4	5	0	4	3AS	10	8	8AK	8AS	0	0	9AP	0	**78**
77	6	5	4	4	7	6	5	4	5	0	3	3	9	8	7AS	7AP	0	0	9	0	**77**
76	6	5	4	3	7	6	5	4	4	0	3	0	9	8	7AP	7AK	0	0	0	0	**76**
75	6	5	4	3	7	5	5	3	4	0	0	0	9	8	6AK	6AS	0	0	0	0	**75**
74	5	5	4	3	6	5	4	3	4	0	0	0	9	7	6	6AP	0	0	0	0	**74**
73	5	5	3	3	6	5	4	3	3	0	0	0	8	7	6	5AK	0	0	0	0	**73**
72	5	4	3	2	6	5	4	2	3	0	0	0	8	7	5	5	0	0	0	0	**72**
71	5	4	3	2	6	4	3	2	3	0	0	0	8	6	5	0	0	0	0	0	**71**
70	5	4	3	2	5	4	3	0	0	0	0	0	7	6	0	0	0	0	0	0	**70**
69	5	4	2	2	5	4	3	0	0	0	0	0	7	6	0	0	0	0	0	0	**69**
68	5	4	2	1	5	4	2	0	0	0	0	0	7	5	0	0	0	0	0	0	**68**
66-67	4	3	2	1	4	3	2	0	0	0	0	0	6	5	0	0	0	0	0	0	**66-67**
63-65	4	3	1	0	4	3	0	0	0	0	0	0	6	0	0	0	0	0	0	0	**63-65**
61-62	4	2	1	0	3	2	0	0	0	0	0	0	5	0	0	0	0	0	0	0	**61-62**
59-60	3	2	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**59-60**
56-58	3	2	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**56-58**
54-55	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**54-55**
51-53	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**51-53**
47-50	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**47-50**
41-46	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**41-46**
08-40	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**08-40**

Length: 5 – 7 feet
Weight: 3 – 5 pounds
Fumble Range: 01 – 03 UM

Range Modifiers: —

ALT-20

Quarterstaff

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	11CK	13CK	15EK	17EK	18EK	18EK	21EK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**150**
149	11CK	13CK	15DK	17EK	18DK	18DK	21EK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**149**
148	11BK	13CK	15CK	17EK	18DK	18DK	21DK	21EK	20EK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	38EK	**148**
147	11BK	13BK	15CK	17DK	18CK	18DK	21DK	21EK	20DK	22EK	26EK	26EK	28EK	28EK	33EK	36EK	30EK	33EK	36EK	37EK	**147**
146	11BK	13BK	15CK	17DK	18CK	18CK	21DK	21DK	20DK	22EK	26EK	26EK	28EK	28EK	32EK	35EK	29EK	32EK	35EK	37EK	**146**
145	11AK	13BK	15CK	17DK	18CK	18CK	21DK	21DK	20DK	21DK	25DK	25EK	27EK	27EK	32EK	35EK	29EK	32EK	35EK	37EK	**145**
144	11AK	13BK	15CK	17DK	18CK	18CK	20CK	20DK	19DK	21DK	25DK	25EK	27EK	27EK	32EK	35EK	29EK	32EK	35EK	36EK	**144**
143	11AK	13AK	15BK	16CK	17CK	17CK	20CK	20DK	19CK	21DK	25DK	25EK	27DK	27EK	32EK	34EK	28DK	31EK	34EK	36EK	**143**
142	11AK	13AK	15BK	16CK	17CK	17CK	20CK	20DK	19CK	21DK	25DK	25DK	27DK	27DK	31EK	34EK	28DK	31EK	34EK	36EK	**142**
141	11AK	13AK	14BK	16CK	17BK	17CK	20CK	20DK	19CK	21DK	24DK	24DK	27DK	27DK	31DK	34EK	28DK	31EK	34EK	35EK	**141**
140	11AK	13AK	14BK	16CK	17BK	17CK	20CK	20CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33EK	28DK	30DK	34EK	35EK	**140**
139	11	12AK	14BK	16CK	17BK	17BK	20CK	19CK	19CK	20CK	24DK	24DK	26DK	26DK	31DK	33DK	27DK	30DK	33EK	35EK	**139**
138	11	12AK	14BK	16CK	17BK	17BK	19CK	19CK	18CK	20CK	24CK	24DK	26CK	26DK	30DK	33DK	27DK	30DK	33EK	34EK	**138**
137	10	12AK	14BK	16CK	17BK	17BK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	26DK	30DK	32DK	27CK	29DK	33EK	34EK	**137**
136	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	20CK	23CK	23DK	26CK	25DK	30DK	32DK	26CK	29DK	32EK	34DK	**136**
135	10	12AK	14AK	15BK	16BK	16BK	19CK	19CK	18CK	19CK	23CK	23DK	25CK	25DK	29DK	32DK	26CK	29DK	32EK	33DK	**135**
134	10	12	14AK	15BK	16AK	16BK	19BK	18CK	18CK	19CK	23CK	23DK	25CK	25DK	29DK	32DK	26CK	29DK	32DK	33DK	**134**
133	10	12	13AK	15BK	16AK	16BK	18BK	18CK	18CK	19CK	22CK	22CK	25CK	25DK	29DK	31DK	26CK	28DK	32DK	33DK	**133**
132	10	12	13AK	15BK	16AK	16BK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	25CK	29DK	31DK	25CK	28CK	31DK	32DK	**132**
131	10	12	13AK	15BK	16AK	16AK	18BK	18CK	17BK	19CK	22CK	22CK	25CK	24CK	28CK	31DK	25CK	28CK	31DK	32DK	**131**
130	10	12	13AK	15BK	16AK	16AK	18BK	18CK	17BK	18CK	22CK	22CK	24CK	24CK	28CK	30DK	25CK	27CK	31DK	32DK	**130**
129	10	11	13AK	14BK	15AK	15AK	18BK	18BK	17BK	18CK	22CK	21CK	24CK	24CK	28CK	30DK	24CK	27CK	30DK	31DK	**129**
128	10	11	13AK	14AK	15AK	15AK	18BK	17BK	17BK	18BK	21CK	21CK	24CK	24CK	28CK	30CK	24CK	27CK	30DK	31DK	**128**
127	10	11	13AK	14AK	15AK	15AK	17BK	17BK	17BK	18BK	21CK	21CK	24CK	24CK	27CK	29CK	24BK	26CK	30DK	31CK	**127**
126	10	11	13AK	14AK	15AK	15AK	17BK	17BK	16BK	18BK	21CK	21CK	24CK	23CK	27CK	29CK	23BK	26CK	30DK	30CK	**126**
125	9	11	12AK	14AK	15AK	15AK	17AK	17BK	16BK	17BK	21CK	20CK	23BK	23CK	27CK	29CK	23BK	26CK	29DK	30CK	**125**
124	9	11	12	14AK	15AK	15AK	17AK	17BK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25CK	29DK	30CK	**124**
123	9	11	12	14AK	15AK	14AK	17AK	16BK	16BK	17BK	20BK	20CK	23BK	23CK	26CK	28CK	23BK	25BK	29CK	29CK	**123**
122	9	11	12	13AK	14AK	14AK	16AK	16BK	16BK	17BK	20BK	20CK	23BK	22CK	26CK	28CK	22BK	25BK	28CK	29CK	**122**
121	9	11	12	13AK	14	14AK	16AK	16BK	16BK	16BK	20BK	19CK	23BK	22CK	26CK	27CK	22BK	25BK	28CK	29CK	**121**
120	9	11	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	22AK	24BK	28CK	28CK	**120**
119	9	10	12	13AK	14	14AK	16AK	16BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	28CK	28CK	**119**
118	9	10	12	13AK	14	14AK	16AK	15BK	15AK	16BK	19BK	19CK	22BK	22CK	25CK	27CK	21AK	24BK	27CK	28BK	**118**
117	9	10	11	13AK	14	14AK	16AK	15AK	15AK	16BK	19BK	18BK	22BK	21BK	25BK	26CK	21AK	23BK	27CK	27BK	**117**
116	9	10	11	13AK	14	13	15AK	15AK	15AK	15BK	18BK	18BK	21BK	21BK	24BK	26CK	21AK	23BK	27CK	27BK	**116**
115	9	10	11	12AK	13	13	15AK	15AK	15AK	15AK	18BK	18BK	21BK	21BK	24BK	26BK	20AK	23BK	26CK	27BK	**115**
114	9	10	11	12	13	13	15AK	15AK	14AK	15AK	18BK	18BK	21BK	21BK	24BK	25BK	20AK	22AK	26CK	26BK	**114**
113	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21BK	21BK	23BK	25BK	20AK	22AK	26CK	26BK	**113**
112	8	10	11	12	13	13	15AK	14AK	14AK	15AK	18BK	17BK	21AK	20BK	23BK	25BK	19AK	22AK	26CK	26BK	**112**
111	8	10	11	12	13	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25BK	**111**
110	8	10	11	12	13	13	14	14AK	14AK	14AK	17AK	17BK	20AK	20BK	23BK	24BK	19AK	21AK	25BK	25AK	**110**
109	8	9	10	11	13	12	14	14AK	13AK	14AK	17AK	16BK	20AK	20BK	22BK	24BK	19	21AK	25BK	25AK	**109**
108	8	9	10	11	12	12	14	14AK	13AK	14AK	17AK	16BK	20AK	19BK	22BK	23BK	18	21AK	24BK	24AK	**108**
107	8	9	10	11	12	12	14	13AK	13AK	14AK	16AK	16BK	20AK	19BK	22BK	23BK	18	20AK	24BK	24AK	**107**
106	8	9	10	11	12	12	14	13AK	13	13AK	16AK	16BK	19AK	19BK	22BK	23BK	18	20AK	24BK	24AK	**106**
105	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19BK	21BK	22BK	17	20AK	24BK	23AK	**105**
104	8	9	10	11	12	12	13	13AK	13	13AK	16AK	15BK	19AK	19AK	21BK	22BK	17	19	23BK	23AK	**104**
103	8	9	10	11	12	12	13	13AK	13	13AK	15AK	15BK	19AK	18AK	21BK	22BK	17	19	23BK	22AK	**103**
102	8	9	10	10	12	11	13	12AK	12	13AK	15AK	15AK	19AK	18AK	21AK	22BK	16	19	23BK	22AK	**102**
101	7	9	9	10	11	11	13	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	22AK	**101**
100	7	9	9	10	11	11	12	12	12	12	15AK	14AK	18AK	18AK	20AK	21BK	16	18	22AK	21AK	**100**
99	7	8	9	10	11	11	12	12	12	12	14AK	14AK	18AK	18AK	20AK	21AK	16	18	22AK	21	**99**
98	7	8	9	10	11	11	12	12	12	12	14AK	14AK	18AK	17AK	19AK	20AK	15	17	22AK	21	**98**
97	7	8	9	10	11	11	12	11	11	11	14AK	13AK	18AK	17AK	19AK	20AK	15	17	21AK	20	**97**
96	7	8	9	10	11	10	12	11	11	11	14	13AK	17	17AK	19AK	20AK	15	17	21AK	20	**96**
95	7	8	9	9	11	10	12	11	11	11	14	13AK	17	17AK	19AK	19AK	14	17	21AK	20	**95**
94	7	8	9	9	10	10	11	11	11	11	13	13AK	17	16AK	18AK	19AK	14	16	20AK	19	**94**
93	7	8	8	9	10	10	11	11	11	11	13	12AK	17	16AK	18AK	19AK	14	16	20AK	19	**93**
92	7	8	8	9	10	10	11	11	11	10	13	12AK	17	16AK	18AK	18AK	14	16	20AK	19	**92**
91	7	8	8	9	10	10	11	10	10	10	13	12AK	16	16	18AK	18AK	13	15	20AK	18	**91**
90	7	8	8	9	10	10	11	10	10	10	12	12AK	16	16	17AK	18AK	13	15	19AK	18	**90**
89	6	7	8	9	10	9	10	10	10	10	12	11AK	16	15	17AK	18AK	13	15	19	18	**89**
88	6	7	8	8	10	9	10	10	10	10	12	11AK	16	15	17AK	17AK	12	14	19	17	**88**
87	6	7	8	8	9	9	10	10	10	9	12	11AK	15	15	16AK	17AK	12	14	18	17	**87**
86	6	7	8	8	9	9	10	9	10	9	11	11	15	15	16	17AK	12	14	18	17	**86**
85	6	7	7	8	9	9	10	9	9	9	11	10	15	14	16	16AK	12	13	18	16	**85**
84	6	7	7	8	9	9	10	9	9	9	11	10	15	14	16	16AK	11	13	18	16	**84**
83	6	7	7	8	9	9	9	9	9	9	11	10	15	14	15	16AK	11	13	17	16	**83**
82	6	7	7	8	9	8	9	9	9	8	10	10	14	14	15	15AK	11	13	17	15	**82**
81	6	7	7	7	9	8	9	8	9	8	10	9	14	14	15	15	10	12	17	15	**81**
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79	6	6	7	7	8	8	9	8	8	8	10	9	14	13	14	14	10	12	16	14	**79**
78	6	6	7	7	8	8	8	8	8	8	10	9	14	13	14	14	9	11	16	14	**78**
77	5	6	6	7	8	8	8	8	8	7	9	8	13	13	14	14	9	11	16	14	**77**
76	5	6	6	7	8	7	8	7	8	7	9	8	13	13	13	13	9	11	15	13	**76**
75	5	6	6	7	8	7	8	7	8	7	9	8	13	12	13	13	9	10	15	13	**75**
74	5	6	6	6	8	7	8	7	7	7	9	8	13	12	13	13	8	10	15	13	**74**
73	5	6	6	6	7	7	8	7	7	6	8	7	13	12	13	13	8	10	14	12	**73**
72	5	6	6	6	7	7	7	7	7	6	8	7	12	12	12	12	8	9	14	12	**72**
71	5	6	6	6	7	7	7	7	7	6	8	7	12	11	12	12	7	9	14	12	**71**
70	5	6	6	6	7	7	7	6	7	6	8	7	12	11	12	12	7	9	14	11	**70**
69	5	5	5	6	7	6	7	6	7	6	7	6	12	11	12	11	7	9	13	11	**69**
65-68	4	5	5	5	6	6	6	5	6	5	6	5	11	10	11	10	6	8	12	10	**65-68**
60-64	4	5	4	4	6	5	5	4	5	4	5	4	10	9	9	9	5	6	11	8	**60-64**
55-59	4	4	4	4	5	4	4	4	4	3	4	3	9	8	8	7	3	0	10	0	**55-59**
50-54	3	4	3	3	4	4	3	3	3	2	3	2	8	7	6	5	0	0	8	0	**50-54**
45-49	3	3	3	2	4	3	3	2	3	0	2	0	7	6	5	4	0	0	0	0	**45-49**
40-44	2	3	2	1	3	2	2	1	2	0	0	0	6	5	4	0	0	0	0	0	**40-44**
35-39	2	2	1	1	2	1	1	0	0	0	0	0	5	4	0	0	0	0	0	0	**35-39**
30-34	2	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**30-34**
25-29	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**25-29**
20-24	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**20-24**
04-19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**04-19**

Length: 3 – 5 feet **Range Modifiers:** —
Weight: 2.5 – 3.5 pounds
Fumble Range: 01 – 04 UM

ALT -21
Rapier
One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	3CP	5DP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**150**
149	3CP	5CP	7EP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**149**
148	3CP	5CP	7DP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**148**
147	3CP	5CP	7DP	9EP	9EP	9EP	12EP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**147**
146	3CP	5CP	7DP	9DP	9DP	9DP	12DP	12EP	8EP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**146**
145	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	20EP	14EP	17EP	20EP	22EP	**145**
144	3BP	5CP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10EP	14EP	14EP	12EP	12EP	17EP	19EP	14EP	17EP	20EP	22EP	**144**
143	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12EP	8DP	10DP	14DP	14EP	12EP	12EP	17EP	19EP	14EP	17EP	20EP	21EP	**143**
142	3BP	5BP	7CP	9DP	9DP	9DP	12DP	12DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**142**
141	3BP	5BP	7CP	9DP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**141**
140	3BP	5BP	7CP	9CP	9DP	9DP	11DP	11DP	8DP	10DP	13DP	13EP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**140**
139	3AP	5BP	7CP	9CP	9CP	9DP	11DP	11DP	8CP	9DP	13DP	13DP	12EP	12EP	16EP	19EP	13EP	16EP	19EP	21EP	**139**
138	3AP	5BP	7CP	8CP	9CP	9CP	11CP	11DP	8CP	9DP	13DP	13DP	12DP	12EP	16EP	18EP	13EP	16EP	19EP	21EP	**138**
137	3AP	5BP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	**137**
136	3AP	5AP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9DP	13DP	13DP	11DP	11EP	16EP	18EP	13EP	16EP	19EP	20EP	**136**
135	3AP	5AP	7BP	8CP	8CP	8CP	11CP	11DP	8CP	9CP	13DP	12DP	11DP	11DP	16EP	18EP	13EP	16EP	19EP	20EP	**135**
134	3AS	5AP	6BP	8CP	8CP	8CP	11CP	11DP	7CP	9CP	12DP	12DP	11DP	11DP	15EP	18EP	12EP	15EP	18EP	20EP	**134**
133	3AP	5AP	6BP	8CP	8CP	8CP	11CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	18EP	12EP	15EP	18EP	20EP	**133**
132	3AS	5AP	6BP	8CP	8CP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	20EP	**132**
131	3AP	5AP	6BP	8BP	8BP	8CP	10CP	10DP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17EP	12EP	15EP	18EP	19EP	**131**
130	3AK	5AP	6BP	8BP	8BP	8CP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12EP	15EP	18EP	19EP	**130**
129	3	5AS	6BP	8BP	8BP	8BP	10CP	10CP	7CP	9CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	**129**
128	3	5AP	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	12DP	11DP	11DP	15DP	17DP	12DP	15EP	18EP	19EP	**128**
127	3	5AS	6AP	8BP	8BP	8BP	10CP	10CP	7CP	8CP	12CP	11DP	11DP	11DP	14DP	17DP	12DP	14EP	18EP	19EP	**127**
126	3	5AP	6AP	7BP	8BP	8BP	10CP	10CP	7BP	8CP	11CP	11CP	11CP	11DP	14DP	16DP	11DP	14DP	17EP	19EP	**126**
125	3	4AK	6AP	7BP	8BP	7BP	10BP	10CP	7BP	8CP	11CP	11CP	11CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**125**
124	3	4	6AP	7BP	7BP	7BP	10BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**124**
123	3	4	6AP	7BP	7BP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**123**
122	3	4	6AP	7BP	7AP	7BP	9BP	9CP	7BP	8CP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**122**
121	3	4	6AS	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	11CP	10CP	10DP	14DP	16DP	11DP	14DP	17EP	18EP	**121**
120	3	4	6AP	7AP	7AP	7BP	9BP	9CP	7BP	8BP	11CP	10CP	10CP	10DP	14DP	15DP	11DP	14DP	17EP	18EP	**120**
119	3	4	6AS	7AP	7AP	7BP	9BP	9CP	6BP	8BP	11CP	10CP	10CP	10DP	13DP	15DP	11DP	13DP	17EP	17EP	**119**
118	3	4	5AP	7AP	7AS	7AP	9BP	9CP	6BP	7BP	10CP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	**118**
117	3	4	5AS	7AP	7AP	7AP	9BP	9BP	6BP	7BP	10BP	10CP	10CP	10DP	13DP	15DP	10DP	13DP	16EP	17EP	**117**
116	3	4	5AP	7AP	7AS	7AP	9BP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13DP	15DP	10DP	13DP	16DP	17DP	**116**
115	3	4	5AK	7AP	7AP	7AP	9BP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13CP	15DP	10DP	13DP	16DP	17DP	**115**
114	3	4	5	6AP	7AS	7AP	8AP	8BP	6BP	7BP	10BP	10CP	10CP	10CP	13CP	14DP	10DP	13DP	16DP	17DP	**114**
113	3	4	5	6AS	7AP	6AS	8AP	8BP	6BS	7BP	10BP	9CP	10CP	9CP	13CP	14DP	10DP	13DP	16DP	16DP	**113**
112	3	4	5	6AP	7AS	6AP	8AP	8BP	6AP	7BP	10BP	9CP	10CP	9CP	12CP	14DP	10DP	12DP	16DP	16DP	**112**
111	3	4	5	6AS	6AP	6AS	8AP	8BP	7AS	7BP	9BP	9CP	9CP	9CP	12CP	14DP	10DS	12DP	15DP	16DP	**111**
110	3	4	5	6AP	6AK	6AP	8AS	8BP	6AP	7BS	9BP	9CP	9CP	9CP	12CP	14DP	9CP	12DP	15DP	16DP	**110**
109	3	4	5	6AS	6	6AS	8AP	8BP	6AS	7BP	9BP	9BP	9BP	9CP	12CP	14CP	9CS	12DP	15DP	16DP	**109**
108	3	4	5	6AP	6	6AP	8AS	8BP	6AP	7BS	9BP	9BP	9BS	9CP	12CP	13CP	9CP	12DS	15DP	16DP	**108**
107	3	4	5	6AS	6	6AS	8AP	7BP	6AS	6BP	9BS	9BP	9BP	9CP	12CP	13CP	9CS	12DP	15DP	15DP	**107**
106	2	4	5	6AP	6	6AP	8AS	7BP	6AP	6AS	9BP	9BP	9BS	9CP	12CP	13CP	9CP	12CS	15DP	15DP	**106**
105	2	4	5	6AK	6	6AK	7AP	7BP	6AS	6AP	9BS	8BP	9BP	9CS	12CP	13CP	9CS	12CP	15DP	15DS	**105**
104	2	4	5	6	6	6	7AS	7AP	5AP	6AS	9BP	8BP	9BS	9CP	11CP	13CP	9CP	11CS	15DP	15DP	**104**
103	2	4	5	6	6	6	7AP	7AP	5AS	6AP	8AS	8BP	9BP	9CS	11CP	13CP	9CS	11CP	14DP	15DS	**103**
102	2	4	4	5	6	6	7AS	7AS	5AP	6AS	8AP	8BP	9BS	9CP	11CS	12CP	8CP	11CS	14DP	15DP	**102**
101	2	3	4	5	6	6	7AP	7AP	5AS	6AP	8AS	8BP	9BP	9CS	11CP	12CP	8CS	11CP	14DP	14DS	**101**
100	2	3	4	5	6	5	7AK	7AS	5AP	6AS	8AP	8BP	9BS	8CP	11BS	12CP	8CP	11CS	14DP	14DP	**100**
99	2	3	4	5	6	5	7	6AP	5AK	6AP	8AS	8BS	9BP	8CS	11BP	12CS	8CS	11CP	14DS	14DS	**99**
98	2	3	4	5	5	5	7	6AS	5	6AS	8AP	7BP	8BS	8CP	11BS	12CP	8CP	11CS	14DP	14DP	**98**
97	2	3	4	5	5	5	6	6AP	5	6AP	8AS	7BS	8BP	8BS	10BP	12BS	8CS	11CP	14DS	14DS	**97**
96	2	3	4	5	5	5	6	6AS	5	5AS	8AP	7BP	8BS	8BP	10BS	11BP	8BP	10CS	14DP	14DP	**96**
95	2	3	4	5	5	5	6	6AP	5	5AP	7AS	7BS	8BP	8BS	10BP	11BS	8BS	10BP	13DS	13DS	**95**
94	2	3	4	5	5	5	6	6AS	5	5AK	7AP	7BP	8BS	8BP	10BS	11BP	7BP	10BS	13DP	13DP	**94**
93	2	3	4	5	5	5	6	6AP	5	5	7AS	7AS	8AP	8BS	10BP	11BS	7BS	10BP	13CS	13CS	**93**
92	2	3	4	5	5	5	6	6AS	5	5	7AP	7AP	8AS	8BP	10BS	11BP	7BP	10BS	13CP	13CP	**92**
91	2	3	4	4	5	5	6	5AP	5	5	7AS	7AS	8AP	8BS	10BP	11BS	7BS	10BP	13CS	13CS	**91**
90	2	3	4	4	5	5	6	5AK	5	5	7AP	6AP	8AS	8BP	10BS	10BP	7BP	10BS	13CP	13CP	**90**
89	2	3	4	4	5	5	6	5	4	5	7AK	6AS	8AP	8BS	9BP	10BS	7AS	9BP	13CS	12CS	**89**
88	2	3	4	4	5	4	5	5	4	5	7	6AP	8AS	7BP	9BS	10BP	7AP	9BS	13CP	12CP	**88**
87	2	3	4	4	5	4	5	5	4	5	6	6AS	8AP	7BS	9BP	10BS	7AS	9BP	12CS	12CS	**87**
86	2	3	3	4	5	4	5	5	4	4	6	6AP	8AS	7BP	9BS	10BP	6AP	9AS	12CP	12CP	**86**
85	2	3	3	4	4	4	5	5	4	4	6	6AS	7AP	7BS	9BP	10BS	6AK	9AP	12CS	12CS	**85**
84	2	3	3	4	4	4	5	5	4	4	6	6AP	7AS	7BP	9BS	9BP	6	9AS	12CP	12BP	**84**
83	2	3	3	4	4	4	5	5	4	4	6	5AS	7AP	7BS	9AP	9BS	6	9AP	12CS	11BS	**83**
82	2	3	3	4	4	4	5	4	4	4	6	5AP	7AS	7AP	9AS	9BP	6	9AS	12CP	11BP	**82**
81	2	3	3	4	4	4	5	4	4	4	6	5AS	7AP	7AS	8AP	9BS	6	8AP	12CS	11BS	**81**
80	2	3	3	4	4	4	5	4	4	4	5	5AP	7	7AP	8AS	9AP	6	8AK	11BP	11BP	**80**
79	2	3	3	3	4	4	4	4	4	4	5	5AK	7	7AS	8AP	9AS	6	8	11BS	11BS	**79**
78	2	3	3	3	4	4	4	4	4	4	5	5	7	7AP	8AS	8AP	5	8	11BP	11AP	**78**
77	2	2	3	3	4	4	4	4	4	4	5	5	7	7AS	8AP	8AS	5	8	11BS	10AS	**77**
76	2	2	3	3	4	3	4	4	4	4	5	4	7	6AP	8AS	8AP	5	8	11BP	10AP	**76**
75	2	2	3	3	4	3	4	4	4	3	5	4	7	6	8AP	8AS	5	8	11BS	10AK	**75**
74	2	2	3	3	4	3	4	3	3	3	5	4	7	6	7AS	8AP	5	7	11BP	10	**74**
73	2	2	3	3	4	3	4	3	3	3	5	4	7	6	7AP	8AS	5	7	11BS	10	**73**
72	2	2	3	3	3	3	4	3	3	3	4	4	6	6	7AS	7AP	5	7	10BP	10	**72**
71	2	2	3	3	3	3	4	3	3	3	4	4	6	6	7AP	7AS	5	7	10AS	9	**71**
70	2	2	2	3	3	3	3	3	3	3	4	4	6	6	7	7AP	4	7	10AP	9	**70**
69	2	2	2	3	3	3	3	3	3	3	4	4	6	6	7	7AP	4	7	10AP	9	**69**
68	2	2	2	3	3	3	3	3	3	3	4	3	6	6	7	7AP	4	7	10AP	9	**68**
67	2	2	2	2	3	3	3	3	3	3	4	3	6	6	7	7AS	4	7	10AS	9	**67**
65-66	2	2	2	2	3	3	3	2	3	3	4	3	6	6	6	6AP	4	6	10AK	8	**65-66**
60-64	1	2	2	2	3	2	2	2	3	2	3	2	6	5	6	5	3	6	9	8	**60-64**
55-59	1	2	2	2	2	2	2	1	2	2	2	2	5	5	5	5	3	0	9	0	**55-59**
50-54	1	1	1	1	2	1	1	1	2	0	2	0	5	4	4	4	0	0	8	0	**50-54**
45-49	1	1	1	1	2	1	1	0	2	0	0	0	5	4	4	0	0	0	0	0	**45-49**
40-44	1	1	1	0	1	1	0	0	0	0	0	0	4	4	0	0	0	0	0	0	**40-44**
35-39	1	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**35-39**
21-34	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**21-34**
05-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-20**

Length: ca.3 feet
Weight: 2 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: —

ALT -22

Scimitar

One-Handed Edged

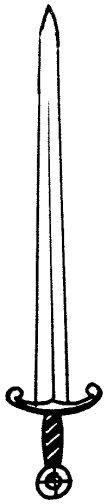
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	7EK	7EK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**150**
149	7DK	7DK	8EK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**149**
148	7DK	7DK	8EK	13EK	11EK	11EK	14EK	14EK	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	30ES	**148**
147	7CK	7CK	8DK	13EK	11ES	11ES	14ES	14ES	16ES	18ES	22ES	22ES	20ES	20ES	25ES	28ES	22ES	25ES	28ES	29ES	**147**
146	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	16ES	18ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	**146**
145	7CK	7CK	8DK	13EK	11DS	11DS	14DS	14ES	16ES	17ES	21ES	21ES	20ES	20ES	24ES	27ES	21ES	24ES	27ES	29ES	**145**
144	7CK	7CK	8DK	13EK	11DK	11DK	14DK	14EK	15ES	17ES	21ES	21ES	19ES	19ES	24ES	27ES	21ES	24ES	27ES	28ES	**144**
143	7CK	7CK	8DK	13DK	11DS	11DS	13DS	13ES	15DS	17ES	21ES	20ES	19ES	19ES	24ES	26ES	20ES	23ES	26ES	28ES	**143**
142	7BS	7CK	8CK	12DK	11DK	11DK	13DK	13DK	15DS	17ES	20ES	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**142**
141	7BK	7BK	8CK	12DK	11DS	10DS	13DS	13DS	15DS	16DS	20DS	20ES	19ES	19ES	23ES	26ES	20ES	23ES	26ES	27ES	**141**
140	7BS	7BK	8CK	12DK	10DK	10DK	13DK	13DK	15DS	16DS	20DS	20ES	19DS	19ES	23ES	25ES	19ES	22ES	26ES	27ES	**140**
139	7BK	7BS	8CK	12DK	10CS	10DS	13DS	13DS	14DS	16DS	19DS	19ES	18DS	18ES	23ES	25ES	19ES	22ES	25ES	26ES	**139**
138	7BS	7BK	8CK	12DK	10CK	10CK	13CK	13DK	14DS	16DS	19DS	19ES	18DS	18ES	22ES	25ES	19ES	22ES	25ES	26ES	**138**
137	7BK	7BS	7CS	12DK	10CS	10CS	12CS	12DS	14DS	15DS	19DS	19DS	18DS	18DS	22ES	24ES	19ES	21ES	25ES	26ES	**137**
136	7BS	7BK	7CK	12DK	10CK	10CK	12CK	12DK	14DS	15DS	19DS	18DS	18DS	18DS	22ES	24ES	18ES	21ES	24ES	25ES	**136**
135	7AK	7BS	7CS	11DK	10CS	10CS	12CS	12DS	14CS	15DS	18DS	18DS	18DS	18ES	21ES	24ES	18ES	21ES	24ES	25ES	**135**
134	7AS	6BK	7BK	11DK	10CK	10CK	12CK	12DK	14CK	15DS	18DS	18DS	18DS	17DS	21DS	23ES	18DS	20ES	24ES	24ES	**134**
133	7AK	6AS	7BS	11CS	10CS	10CS	12CS	12DS	13CS	14DK	18DS	17DS	17DS	17DS	21DS	23ES	17DS	20ES	23ES	24ES	**133**
132	6AS	6AK	7BK	11CK	10BK	9CK	12CK	12DK	13CK	14DS	18DK	17DS	17DS	17DS	21DS	23DS	17DS	20ES	23ES	24ES	**132**
131	6AK	6AS	7BS	11CS	9BS	9CS	12CS	11CS	13CS	14DK	17DS	17DS	17DS	17DS	20DS	22DS	17DS	19DS	23ES	23ES	**131**
130	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	13CK	14CS	17DK	17DS	17CS	17DS	20DS	22DS	16DS	19DS	23ES	23ES	**130**
129	6AK	6AS	7BS	11CS	9BS	9BS	11CS	11CS	13CS	13CK	17DS	16DS	17CS	16DS	20DS	22DS	16DS	19DS	22ES	23ES	**129**
128	6AS	6AK	7BK	11CK	9BK	9BK	11CK	11CK	12CK	13CS	16CK	16DK	16CS	16DS	20DS	21DS	16DS	18DS	22ES	22ES	**128**
127	6AK	6AS	7BS	10CS	9BS	9BS	11CS	11CS	12CS	13CK	16CS	16DS	16CS	16DS	19DS	21DS	16DS	18DS	22ES	22ES	**127**
126	6AS	6AK	7BK	10CK	9BK	9BK	11BK	11CK	12CK	13CS	16CK	15DK	16CK	16DS	19DS	21DS	15DS	18DS	21ES	21ES	**126**
125	6AK	6AS	7AS	10CS	9BS	9BS	11BS	10CS	12CS	13CK	16CS	15DS	16CS	16DS	19DS	20DS	15DS	17DS	21ES	21ES	**125**
124	6	6AK	6AK	10BK	9AK	9BK	10BK	10CK	12CK	12CS	15CK	15DK	16CK	15DS	18DS	20DS	15DS	17DS	21ES	21ES	**124**
123	6	6AS	6AS	10BS	9AS	8BS	10BS	10CS	11CS	12CK	15CS	15DS	15CS	15DK	18DS	20DS	14DS	17DS	21ES	20DS	**123**
122	6	6AK	6AK	10BK	8AK	8BK	10BK	10CK	11BK	12CS	15CK	14DK	15CK	15DS	18DK	19DS	14DS	16DS	20DS	20DS	**122**
121	6	6AS	6AS	10BS	8AS	8BS	10BS	10CS	11BS	12CK	14CS	14CS	15CS	15CK	18DS	19DS	14DS	16DS	20DS	20DS	**121**
120	6	6AK	6AK	9BK	8AK	8AK	10BK	10BK	11BK	11CS	14CK	14CK	15CK	15CS	17DK	19DS	13CK	16DS	20DS	19DS	**120**
119	6	6	6AS	9BS	8AS	8AS	10BS	9BS	11BS	11CK	14CK	13CS	15CS	14CK	17CS	18DK	13CK	15DS	19DS	19DS	**119**
118	6	5	6AK	9BK	8AK	8AK	10BK	9BK	11BK	11CS	14CK	13CK	15CK	14CS	17CK	18DS	13CK	15DS	19DS	18DS	**118**
117	6	5	6AS	9BS	8AS	8AS	9AS	9BS	10BS	11BK	13CS	13CS	14CS	14CK	17CS	18DK	12CS	15DK	19DS	18DS	**117**
116	6	5	6AK	9BK	8AK	8AK	9AK	9BK	10BK	10BS	13CK	12CK	14CK	14CS	16CK	17DS	12CK	14CS	18DS	18DS	**116**
115	5	5	6AS	9BS	8AS	7AS	9AS	9BS	10BS	10BK	13CS	12CS	14BS	14CK	16CS	17DK	12CS	14CK	18DS	17DS	**115**
114	5	5	6AK	9AK	8	7AK	9AK	9BK	10BK	10BS	13CK	12CK	14BK	13CS	16CK	17DS	12CK	13CS	18DS	17DK	**114**
113	5	5	6AS	8AS	7	7AS	9AS	8BS	10BS	10BK	12CS	12CS	14BS	13CK	15CS	16CK	11CS	13CK	18DS	17DS	**113**
112	5	5	5AK	8AK	7	7AK	9AK	8BK	9BK	9BS	12BK	11CK	13BK	13CS	15CK	16CS	11CK	13CS	17DS	16DK	**112**
111	5	5	5AS	8AS	7	7AS	8AS	8BS	9BS	9BK	12BS	11CS	13BS	13CK	15CS	16CK	11CS	13CK	17DS	16DS	**111**
110	5	5	5AK	8AK	7	7AK	8AK	8BK	9BK	9BS	11BK	11CK	13BK	13CS	15CK	15CS	10CK	12CS	17DS	15DK	**110**
109	5	5	5	8AS	7	7	8AS	8AS	9AS	9BK	11BS	10CS	13BS	12CK	14CS	15CK	10BS	12CK	16DS	15DS	**109**
108	5	5	5	8AK	7	7	8AK	8AK	9AK	8BS	11BK	10CK	13BK	12CS	14CK	15CS	10BK	12CS	16DK	15DK	**108**
107	5	5	5	8AS	7	7	8AS	7AS	9AS	8BK	11BS	10CS	12BS	12CK	14CS	14CK	9BS	11BK	16DS	14DS	**107**
106	5	5	5	8AK	7	6	8AK	7AK	8AK	8BS	10BK	9CK	12BK	12CS	14CK	14CS	9BK	11BS	15DK	14DK	**106**
105	5	5	5	7AS	7	6	8AS	7AS	8AS	8BK	10BS	9CS	12BS	12BK	13BS	14CK	9BS	11BK	15DS	14DS	**105**
104	5	5	5	7AK	6	6	7	7AK	8AK	7AS	10BK	9BK	12BK	11BS	13BK	13CS	9AK	10BS	15DK	13CK	**104**
103	5	5	5	7AS	6	6	7	7AS	8AS	7AK	10BS	9BS	12BS	11BK	13BS	13CK	8AS	10BK	15CS	13CS	**103**
102	5	4	5	7AK	6	6	7	7AK	8AK	7AS	9BK	8BK	12BK	11BS	12BK	13BS	8AK	10BS	14CK	12CK	**102**
101	5	4	5	7AS	6	6	7	7AS	7AS	7AK	9BS	8BS	11AS	11BK	12BS	12BK	8AS	9BK	14CS	12CS	**101**
100	5	4	5	7AK	6	6	7	6AK	7AK	7AS	9BK	8BK	11AK	11BS	12BK	12BS	7AK	9AS	14CK	12CK	**100**
99	5	4	4	7	6	6	7	6AS	7	6AK	8AS	7BS	11AS	10BK	12BS	12BK	7	9AK	13CS	11CS	**99**
98	4	4	4	6	6	6	6	6AK	7	6AS	8AK	7BK	11AK	10BS	11BK	11BS	7	8AS	13CK	11BK	**98**
97	4	4	4	6	6	5	6	6AS	7	6AK	8AS	7BS	11AS	10BK	11BS	11BK	6	8AK	13CS	11BS	**97**
96	4	4	4	6	6	5	6	6AK	6	6AS	8AK	7BK	10AK	10BS	11BK	11BS	6	8AS	13CK	10BK	**96**
95	4	4	4	6	6	5	6	6AS	6	5AK	7AS	6BS	10AS	10BK	11BS	10BK	6	7AK	12CS	10BS	**95**
94	4	4	4	6	5	5	6	5	6	5	7AK	6BK	10AK	9BS	10BK	10BS	6	7	12CK	9BK	**94**
93	4	4	4	6	5	5	6	5	6	5	7AS	6BS	10AS	9BK	10BS	10BK	5	7	12CS	9AS	**93**
92	4	4	4	6	5	5	6	5	6	5	6AK	5BK	10AK	9AK	10BK	9BK	5	6	11BK	9AK	**92**
91	4	4	4	6	5	5	5	5	6	4	6AS	5BS	9AS	9AK	9BS	9BK	5	6	11BS	8AS	**91**
90	4	4	4	5	5	5	5	5	5	4	6AK	5BK	9AK	9AS	9AK	9BS	4	6	11BK	8AK	**90**
89	4	4	4	5	5	5	5	5	5	4	6	4AS	9	8AK	9AS	8BK	4	0	10BS	0	**89**
88	4	4	4	5	5	4	5	4	5	4	5	4AK	9	8AS	9AK	8BS	4	0	10BK	0	**88**
87	4	4	4	5	5	4	5	4	5	3	5	4AS	9	8AK	8AS	8AK	3	0	10BS	0	**87**
86	4	3	3	5	5	4	5	4	5	3	5	4AK	9	8AS	8AK	7AS	3	0	10BK	0	**86**
85	4	3	3	5	4	4	4	4	4	3	5	3AS	8	8AK	8AS	7AK	3	0	9BS	0	**85**
84	4	3	3	5	4	4	4	4	4	3	4	3AK	8	7	8AK	7AS	0	0	9AK	0	**84**
83	4	3	3	4	4	4	4	4	4	2	4	3AS	8	7	7AS	6AK	0	0	9AS	0	**83**
82	4	3	3	4	4	4	4	3	4	2	4	2AK	8	7	7AK	6AS	0	0	8AK	0	**82**
81	4	3	3	4	4	4	4	3	4	2	3	2AS	8	7	7AS	6AK	0	0	8AS	0	**81**
80	3	3	3	4	4	3	4	3	4	2	3	2AK	7	7	6AK	5AS	0	0	8AK	0	**80**
79	3	3	3	4	4	3	4	3	3	0	3	0	7	6	6	5AK	0	0	0	0	**79**
78	3	3	3	4	4	3	3	3	3	0	3	0	7	6	6	5AS	0	0	0	0	**78**
77	3	3	3	4	4	3	3	3	3	0	2	0	7	6	6	4AK	0	0	0	0	**77**
76	3	3	3	3	3	3	3	2	3	0	2	0	7	6	5	4AS	0	0	0	0	**76**
75	3	3	3	3	3	3	3	2	3	0	2	0	6	6	5	4AK	0	0	0	0	**75**
74	3	3	2	3	3	3	3	2	2	0	0	0	6	5	5	0	0	0	0	0	**74**
73	3	3	2	3	3	3	3	2	2	0	0	0	6	5	5	0	0	0	0	0	**73**
72	3	3	2	3	3	3	2	2	2	0	0	0	6	5	4	0	0	0	0	0	**72**
71	3	3	2	3	3	2	2	2	2	0	0	0	6	5	4	0	0	0	0	0	**71**
70	3	2	2	3	3	2	2	1	2	0	0	0	6	5	4	0	0	0	0	0	**70**
69	3	2	2	3	3	2	2	1	0	0	0	0	5	4	0	0	0	0	0	0	**69**
65-68	3	2	2	2	3	2	2	1	0	0	0	0	5	4	0	0	0	0	0	0	**65-68**
67	3	2	2	2	2	2	2	1	0	0	0	0	5	4	0	0	0	0	0	0	**67**
66	3	2	2	2	2	2	2	1	0	0	0	0	5	4	0	0	0	0	0	0	**66**
65	3	2	2	2	2	2	1	1	0	0	0	0	5	4	0	0	0	0	0	0	**65**
60-64	2	2	2	1	2	1	1	0	0	0	0	0	4	0	0	0	0	0	0	0	**60-64**
55-59	2	2	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**55-59**
50-54	2	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
47-49	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**47-49**
40-46	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-46**
30-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-39**
05-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-29**

Length: 2.5 – 3.5 feet
Weight: 1.5 – 2 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: 1' – 10': +10
11' – 100': +0
101' – 180': -40

ALT-23
Short Bow
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	6DP	8EP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	**150**
149	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	**149**
148	6CP	8DP	10EP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	**148**
147	6CP	8CP	10DP	12EP	17EP	17EP	20EP	20EP	15EP	17EP	21EP	21EP	15EP	15EP	20EP	23EP	14EP	17EP	20EP	22EP	**147**
146	6CP	8CP	10DP	12EP	17DP	17DP	19EP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	20EP	22EP	14EP	17EP	20EP	21EP	**146**
145	6CP	8CP	10DP	12EP	16DP	16DP	19DP	19EP	15EP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	**145**
144	6BP	8CP	10DP	11DP	16DP	16DP	19DP	19EP	14DP	16EP	20EP	20EP	15EP	15EP	19EP	22EP	13EP	16EP	19EP	21EP	**144**
143	6BP	8CP	10CP	11DP	16DP	16DP	19DP	18EP	14DP	16EP	19EP	19EP	14EP	14EP	19EP	22EP	13EP	16EP	19EP	21EP	**143**
142	6BP	8CP	9CP	11DP	16DP	16DP	18DP	18EP	14DP	15EP	19EP	19EP	14EP	14EP	19EP	21EP	13EP	16EP	19EP	20EP	**142**
141	6BP	8BP	9CP	11DP	16DP	15DP	18DP	18DP	14DP	15DP	19DP	19EP	14EP	14EP	18EP	21EP	13EP	15EP	19EP	20EP	**141**
140	6BP	8BP	9CP	11DP	15DP	15DP	18DP	17DP	14DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12EP	15EP	18EP	20EP	**140**
139	6BP	7BP	9CP	11DP	15CP	15DP	17DP	17DP	13DP	15DP	18DP	18EP	14DP	14EP	18EP	21EP	12DP	15EP	18EP	19EP	**139**
138	6BP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13DP	14DP	18DP	18DP	14DP	14DP	18EP	20EP	12DP	15EP	18EP	19EP	**138**
137	6AP	7BP	9CP	10DP	15CP	15CP	17DP	17DP	13CP	14DP	18DP	17DP	14DP	13DP	18DP	20EP	12DP	14EP	18EP	19EP	**137**
136	6AP	7BP	9CP	10DP	15CP	14CP	17CP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	20EP	11DP	14DP	18EP	19EP	**136**
135	6AP	7BP	9BP	10CP	14CP	14CP	16CP	16DP	13CP	14DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	**135**
134	5AP	7BP	8BP	10CP	14CP	14CP	16CP	16DP	12CP	13DP	17DP	17DP	13DP	13DP	17DP	19DP	11DP	14DP	17EP	18EP	**134**
133	5AP	7AP	8BP	10CP	14CP	14CP	16CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	17DP	19DP	11DP	13DP	17EP	18EP	**133**
132	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13DP	16DP	16DP	13DP	13DP	16DP	19DP	11DP	13DP	17EP	18EP	**132**
131	5AP	7AP	8BP	9CP	14BP	13CP	15CP	15DP	12CP	13CP	16DP	16DP	13DP	12DP	16DP	18DP	10DP	13DP	17EP	17DP	**131**
130	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	12CP	12CP	15DP	15DP	13CP	12DP	16DP	18DP	10CP	13DP	16EP	17DP	**130**
129	5AP	7AP	8BP	9CP	13BP	13BP	15CP	14DP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	13DP	16DP	17DP	**129**
128	5AP	6AP	8BP	9CP	13BP	13BP	14CP	14CP	11CP	12CP	15CP	15DP	12CP	12DP	16DP	18DP	10CP	12DP	16DP	16DP	**128**
127	5AP	6AP	7BP	9CP	13BP	12BP	14CP	14CP	11CP	11CP	15CP	14DP	12CP	12DP	15DP	17DP	10CP	12DP	16DP	16DP	**127**
126	5AP	6AP	7BP	8BP	12BP	12BP	14CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12DP	16DP	16DP	**126**
125	5AK	6AP	7AP	8BP	12BP	12BP	13CP	13CP	11BP	11CP	14CP	14DP	12CP	12DP	15DP	17DP	9CP	12CP	15DP	16DP	**125**
124	5	6AP	7AP	8BP	12BP	12BP	13CP	13CP	10BP	11CP	14CP	13CP	12CP	11DP	15DP	17DP	9CP	11CP	15DP	15DP	**124**
123	5	6AP	7AP	8BP	12AP	11BP	13CP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	9CP	11CP	15DP	15DP	**123**
122	5	6AP	7AP	8BP	12AP	11BP	13BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	**122**
121	5	6AP	7AP	8BP	11AP	11BP	12BP	12CP	10BP	10CP	13CP	13CP	11CP	11CP	14CP	16DP	8CP	11CP	15DP	15DP	**121**
120	5	6AK	7AP	7BP	11AP	11BP	12BP	11CP	10BP	10CP	12CP	12CP	11CP	11CP	14CP	15DP	8BP	10CP	14DP	14DP	**120**
119	5	6	6AP	7BP	11AP	11AP	12BP	11CP	9BP	9BP	12CP	12CP	11CP	11CP	13CP	15CP	8BP	10CP	14DP	14DP	**119**
118	4	6	6AP	7BP	11AP	10AP	11BP	11CP	9BP	9BP	12CP	12CP	11CP	10CP	13CP	15CP	8BP	10CP	14DP	14CP	**118**
117	4	5	6AP	7BP	11AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	11CP	10CP	13CP	15CP	7BP	10CP	14DP	13CP	**117**
116	4	5	6AP	7BP	10AP	10AP	11BP	10CP	9BP	9BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	14DP	13CP	**116**
115	4	5	6AP	7AP	10AP	10AP	11BP	10BP	9AP	8BP	11CP	11CP	10CP	10CP	13CP	14CP	7BP	9BP	13CP	13CP	**115**
114	4	5	6AP	6AP	10AP	9AP	10BP	10BP	8AP	8BP	11BP	10CP	10BP	10CP	12CP	14CP	7BP	9BP	13CP	13CP	**114**
113	4	5	6AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	10CP	12CP	14CP	7AP	9BP	13CP	12CP	**113**
112	4	5	5AP	6AP	10AP	9AP	10BP	9BP	8AP	8BP	10BP	10CP	10BP	9CP	12CP	13CP	6AP	9BP	13CP	12CP	**112**
111	4	5	5AP	6AP	9AP	9AP	10AP	9BP	8AP	7BP	10BP	9CP	10BP	9CP	12CP	13CP	6AP	8BP	13CP	12CP	**111**
110	4	5	5AK	6AP	9AK	9AP	9AP	8BP	8AP	7BP	9BP	9CP	10BP	9CP	11CP	13CP	6AP	8BP	12CP	12BP	**110**
109	4	5	5	6AP	9	8AP	9AP	8BP	7AP	7BP	9BP	9BP	9BP	9CP	11CP	13CP	6AP	8BP	12CP	11BP	**109**
108	4	5	5	5AP	9	8AP	9AP	8BP	7AP	6BP	9BP	9BP	9BP	9CP	11BP	12CP	5AP	8AP	12CP	11BP	**108**
107	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	11BP	**107**
106	4	4	5	5AP	8	8AP	8AP	7BP	7AP	6AP	8BP	8BP	9BP	9CP	11BP	12BP	5AP	7AP	12CP	10BP	**106**
105	4	4	5	5AP	8	7AK	8AP	7BP	7AK	6AP	8BP	8BP	9BP	8BP	10BP	11BP	5AK	7AP	11CP	10BP	**105**
104	4	4	4	5AP	8	7	8AP	7BP	6	5AP	8BP	7BP	9BP	8BP	10BP	11BP	5	7AP	11BP	10BP	**104**
103	4	4	4	5AP	8	7	7AP	6BP	6	5AP	7BP	7BP	9BP	8BP	10BP	11BP	4	6AP	11BP	10AP	**103**
102	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	7BP	8BP	8BP	10BP	11BP	4	6AP	11BP	9AP	**102**
101	3	4	4	4AP	7	7	7AP	6AP	6	5AP	7AP	6BP	8BP	8BP	9BP	10BP	4	6AP	11BP	9AP	**101**
100	3	4	4	4AK	7	6	6AK	5AP	6	4AK	6AP	6BP	8BP	8BP	9BP	10BP	4	6AK	10BP	9AP	**100**
99	3	4	4	4	7	6	6	5AP	5	4	6AP	6BP	8BP	7BP	9BP	10BP	4	0	10BP	9AP	**99**
98	3	4	4	4	7	6	6	5AP	5	4	6AP	5BP	8AP	7BP	9BP	10BP	3	0	10BP	8AP	**98**
97	3	4	4	4	6	6	6	4AP	5	4	5AP	5BP	8AP	7BP	8BP	9BP	3	0	10BP	8AK	**97**
96	3	3	3	3	6	5	5	4AP	5	3	5AP	5AP	7AP	7BP	8BP	9BP	3	0	10BP	8	**96**
95	3	3	3	3	6	5	5	4AP	5	3	5AK	5AP	7AP	7BP	8BP	9BP	3	0	9AP	0	**95**
94	3	3	3	3	6	5	5	4AP	4	3	5	4AP	7AP	7BP	8BP	9BP	0	0	9AP	0	**94**
93	3	3	3	3	6	5	4	3AP	4	3	4	4AP	7AP	6BP	8BP	8BP	0	0	9AP	0	**93**
92	3	3	3	3	5	5	4	3AP	4	2	4	4AP	7AP	6BP	7AP	8BP	0	0	9AP	0	**92**
91	3	3	3	3	5	4	4	3AP	4	2	4	3AP	7AP	6BP	7AP	8AP	0	0	9AP	0	**91**
90	3	3	3	2	5	4	4	2AK	4	2	3	3AP	7AP	6AP	7AP	7AP	0	0	8AP	0	**90**
89	3	3	2	2	5	4	3	2	3	0	3	3AP	6AP	6AP	7AP	7AP	0	0	8AP	0	**89**
88	3	3	2	2	4	4	3	2	3	0	3	2AP	6AP	6AP	6AP	7AP	0	0	8AP	0	**88**
87	3	3	2	2	4	3	3	1	3	0	2	2AK	6AP	6AP	6AP	7AP	0	0	8AK	0	**87**
86	2	3	2	2	4	3	2	1	3	0	2	2	6AP	5AP	6AP	6AP	0	0	8	0	**86**
85	2	2	2	2	4	3	2	1	3	0	2	0	6AK	5AP	6AP	6AP	0	0	0	0	**85**
84	2	2	2	1	4	3	2	0	2	0	0	0	6	5AP	6AP	6AP	0	0	0	0	**84**
83	2	2	2	1	3	3	2	0	2	0	0	0	6	5AP	5AP	6AP	0	0	0	0	**83**
82	2	2	2	1	3	2	1	0	2	0	0	0	5	5AP	5AP	5AP	0	0	0	0	**82**
81	2	2	1	1	3	2	1	0	2	0	0	0	5	5AP	5AP	5AP	0	0	0	0	**81**
80	2	2	1	1	3	2	1	0	2	0	0	0	5	4AK	5AP	5AP	0	0	0	0	**80**
79	2	2	1	0	3	2	0	0	0	0	0	0	5	4	4AP	5AP	0	0	0	0	**79**
78	2	2	1	0	2	1	0	0	0	0	0	0	5	4	4AP	4AP	0	0	0	0	**78**
77	2	2	1	0	2	1	0	0	0	0	0	0	5	4	4AK	4AK	0	0	0	0	**77**
76	2	2	1	0	2	1	0	0	0	0	0	0	5	4	4	4	0	0	0	0	**76**
75	2	2	1	0	2	1	0	0	0	0	0	0	4	4	0	0	0	0	0	0	**75**
74	2	1	0	0	2	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**74**
73	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**73**
72	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**72**
71	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**71**
70	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**70**
69	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**69**
68	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**68**
67	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**67**
66	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**66**
65	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**65**
64	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**64**
63	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**63**
62	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**62**
61	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**61**
60	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**60**
55-59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**55-59**
05-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-54**



Length: 1.5 – 2 feet
Weight: 2 – 4 pounds
Fumble Range: 01 – 02 UM

Range Modifiers: 1' – 10': -30

ALT-24

Short Sword

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	5CK	7DK	9EK	11EK	10EK	10EK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**150**
149	5CK	7CK	9EK	11ES	10EK	10EK	13EK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	**149**
148	5CK	7CK	9DK	11EK	10DK	10DK	13EK	13ES	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**148**
147	5BK	7CK	9DK	11ES	10DK	10DK	13DK	13EP	11EK	13EK	17ES	17ES	16EP	16EP	21ES	24ES	18ES	21ES	24ES	26ES	**147**
146	5BK	7CK	9DS	11DK	10DK	10DK	13DK	13EK	11EK	13EK	17ES	17ES	16EK	16ES	21ES	24ES	18ES	21ES	24ES	26ES	**146**
145	5BK	7BK	9CP	11DS	10DK	10DK	13DS	13ES	11DK	13EK	17ES	17ES	16EP	16EP	21EP	23ES	18ES	21ES	24ES	25ES	**145**
144	5BK	7BK	9CK	11DP	10CK	10DK	13DP	13DP	11DK	13EK	16ES	16ES	16EK	16EK	20ES	23ES	17ES	20ES	23ES	25ES	**144**
143	5AK	7BK	9CS	11DK	10CK	10CK	13DK	12DK	11DK	13EK	16ES	16ES	16EP	16ES	20EP	23ES	17ES	20ES	23ES	25ES	**143**
142	5AK	7BK	9CP	11DS	10CK	10CK	12CS	12DS	11DK	12DK	16DS	16EP	16EK	15EP	20ES	23ES	17ES	20ES	23ES	25ES	**142**
141	5AK	7BK	9CK	10DP	10CK	10CK	12CP	12DP	11DK	12DK	16DS	16ES	15ES	15EK	20EP	22ES	17ES	20ES	23ES	24ES	**141**
140	5AK	7BP	9CS	10CK	10CK	10CK	12CK	12DK	10DK	12DK	16DP	16EP	15DP	15ES	20ES	22ES	17ES	20ES	23ES	24ES	**140**
139	5AK	7AK	9BP	10CS	9CK	9CK	12CS	12DS	10CK	12DK	16DS	15ES	15DK	15EP	19EP	22ES	16ES	19ES	22ES	24ES	**139**
138	5AK	7AP	8BK	10CP	9BK	9CK	12CP	12DP	10CK	12DK	15DP	15DP	15DS	15DK	19ES	22ES	16ES	19ES	22ES	24ES	**138**
137	5AP	7AK	8BS	10CK	9BK	9CK	12CK	12DK	10CK	12DK	15DS	15DS	15DP	15DS	19EP	22ES	16ES	19ES	22ES	23ES	**137**
136	5AK	7AS	8BP	10CS	9BK	9BP	12CS	11CS	10CK	12DK	15DP	15DP	15DK	15DP	19DS	21ES	16ES	19ES	22ES	23ES	**136**
135	5AS	7AP	8BK	10CP	9BK	9BK	11CP	11CP	10CK	11DS	15DK	15DS	15DS	15DK	19DP	21ES	16ES	19ES	22ES	23ES	**135**
134	5	6AK	8BS	10CK	9BK	9BP	11CK	11CK	10CK	11DP	15DS	15DP	15DP	14DS	19DS	21DS	16DS	18ES	22ES	23ES	**134**
133	5	6AS	8BP	10CS	9BK	9BK	11CS	11CS	10CK	11CK	15DP	14DS	14DK	14DP	18DP	21DS	15DS	18ES	21ES	23ES	**133**
132	5	6AP	8BK	9BP	9BK	9BP	11CP	11CP	10CK	11CS	14DK	14DP	14DS	14DK	18DS	20DS	15DS	18ES	21ES	22ES	**132**
131	5	6AK	8AS	9BK	9AK	9BK	11BK	11CK	10CK	11CP	14CS	14DS	14DP	14DS	18DP	20DS	15DS	18DS	21ES	22ES	**131**
130	5	6AS	8AP	9BS	9AP	9BS	11BS	11CS	9CK	11CK	14CP	14DP	14CK	14DP	18DK	20DS	15DS	18DS	21ES	22ES	**130**
129	5	6	8AK	9BP	9AK	8BP	11BP	10CP	9CS	11CS	14CK	14DS	14CS	14DK	18DS	20DS	15DS	17DS	21ES	22ES	**129**
128	5	6	8AS	9BK	8AS	8BK	11BK	10CK	9CP	10CP	14CS	13DP	14CP	14DS	17DP	20DS	14DS	17DS	20ES	21ES	**128**
127	5	6	7AP	9BS	8AP	8AS	10BS	10CS	9CK	10CK	13CP	13DS	14CK	14DP	17DK	19DS	14DS	17DS	20ES	21ES	**127**
126	5	6	7AK	9BP	8AK	8AP	10BP	10CP	9BS	10CS	13CK	13DP	14CS	13DK	17DS	19DS	14DK	17DS	20EK	21ES	**126**
125	4	6	7AS	9BK	8AS	8AK	10BK	10BK	9BP	10CP	13CS	13DS	14CP	13DS	17DP	19DS	14DS	17DS	20ES	21ES	**125**
124	4	6	7AP	9BS	8AP	8AS	10BS	10BS	9BK	10CK	13CP	13CP	13CK	13DP	17DK	19DS	14DP	16DS	20EK	20ES	**124**
123	4	6	7AK	8AP	8AK	8AP	10BP	10BP	9BS	10CS	13CK	12CK	13CS	13CK	17DS	18DS	13DK	16DS	19ES	20DS	**123**
122	4	6	7AS	8AK	8AS	8AK	10AK	9BK	9BP	10CP	13CS	12CS	13CP	13CS	16DP	18DS	13DS	16DS	19DK	20DS	**122**
121	4	6	7AP	8AS	8AP	8AS	10AS	9BS	8BK	9CK	12CP	12CP	13CK	13CP	16CK	18DS	13DP	16DS	19DS	20DS	**121**
120	4	6	7AK	8AP	8AK	8AP	9AP	9BP	8BS	9CS	12CK	12CK	13CS	13CK	16CS	18DS	13CK	16DS	19DK	19DS	**120**
119	4	6	7	8AK	8	7AK	9AK	9BK	8BP	9BP	12CS	12CS	13CP	13CS	16CP	18DS	13CS	15DS	19DS	19DS	**119**
118	4	5	7	8AS	7	7AS	9AS	9BS	8BK	9BK	12CP	12CP	13CK	12CP	16CK	17DK	13CP	15DP	19DK	19DS	**118**
117	4	5	7	8AP	7	7AP	9AP	9BP	8BS	9BS	12CK	11CK	13CS	12CK	15CS	17CS	12CK	15DS	18DS	19DS	**117**
116	4	5	6	8AK	7	7AK	9AK	9BK	8BP	9BP	12CS	11CS	12CP	12CS	15CP	17CP	12CS	15DP	18DP	19DS	**116**
115	4	5	6	7AS	7	7AS	9AS	8BS	8BK	9BK	11BP	11CP	12CK	12CP	15CK	17CK	12CP	15CS	18DK	18DS	**115**
114	4	5	6	7AP	7	7	9AP	8BP	8BS	8BS	11BK	11CK	12BS	12CK	15CS	16CS	12CK	14CP	18DS	18DP	**114**
113	4	5	6	7AK	7	7	8AK	8AK	8AP	8BP	11BS	11CS	12BP	12CS	15CP	16CP	12CS	14CK	18DP	18DS	**113**
112	4	5	6	7AS	7	7	8AS	8AS	8AK	8BK	11BP	10CP	12BK	12CP	15CK	16CK	11CP	14CS	17DK	18DP	**112**
111	4	5	6	7AP	7	7	8AP	8AP	7AS	8BS	11BK	10CK	12BS	12CK	15CS	16CS	11CK	14CP	17DS	17DS	**111**
110	4	5	6	7AK	7	7	8AK	8AK	7AP	8BP	10BS	10CS	12BP	11CS	14CP	16CP	11CS	14CK	17DP	17DP	**110**
109	4	5	6	7	7	6	8	8AS	7AK	8BK	10BP	10CP	12BK	11CP	14CK	15CK	11CP	13CS	17DK	17DS	**109**
108	4	5	6	7	7	6	8	7AP	7AS	8BS	10BK	10CK	11BS	11CK	14CS	15CS	11CK	13CP	17DS	17DP	**108**
107	4	5	6	7	6	6	8	7AK	7AP	7BP	10BS	9BS	11BP	11CS	14CP	15CP	10CS	13CK	16DP	16DS	**107**
106	4	5	6	6	6	6	8	7AS	7AK	7BK	10BP	9BP	11BK	11CP	13CK	15CK	10BP	13CS	16DK	16DP	**106**
105	4	5	5	6	6	6	7	7AP	7AS	7AS	10BK	9BK	11BS	11BK	13BS	14CS	10BK	13CP	16DS	16CS	**105**
104	4	5	5	6	6	6	7	7AK	7AP	7AP	9BS	9BS	11BP	11BS	13BP	14BP	10BS	12CK	16DP	16CP	**104**
103	4	5	5	6	6	6	7	7AS	7AK	7AK	9BP	9BP	11BK	11BP	13BK	14BK	10BP	12BS	16CK	15CS	**103**
102	4	4	5	6	6	6	7	7AP	6AS	7AS	9AK	9BK	11BS	10BK	13BS	14BS	10BK	12BP	16CS	15CP	**102**
101	3	4	5	6	6	6	7	6AK	6AP	7AP	9AS	8BS	11BP	10BS	13BP	14BP	9BS	12BK	15CP	15CK	**101**
100	3	4	5	6	6	6	7	6AS	6AK	7AK	9AP	8BP	11BK	10BP	12BK	13BK	9BP	12BS	15CK	15CS	**100**
99	3	4	5	6	6	5	7	6	6	6AS	9AK	8BK	10BS	10BK	12BS	13BS	9BK	11BP	15CS	15CP	**99**
98	3	4	5	6	6	5	6	6	6	6AP	8AS	8BS	10AP	10BS	12BP	13BP	9AS	11BK	15CP	14CK	**98**
97	3	4	5	5	5	5	6	6	6	6AK	8AP	8BP	10AK	10BP	12BK	13BK	9AP	11BS	15CK	14CS	**97**
96	3	4	5	5	5	5	6	6	6	6AS	8AK	7BK	10AS	10BK	12BS	12BS	8AK	11BP	14CS	14CP	**96**
95	3	4	5	5	5	5	6	6	6	6AP	8AS	7BS	10AP	10BS	11BP	12BP	8AS	11BK	14CP	14BK	**95**
94	3	4	5	5	5	5	6	5	6	6	8AP	7BP	10AK	9BP	11BK	12BK	8AP	10BS	14CK	13BS	**94**
93	3	4	4	5	5	5	6	5	6	6	7AK	7BK	10AS	9BK	11BS	12BS	8AK	10AP	14CS	13BP	**93**
92	3	4	4	5	5	5	6	5	5	5	7AS	7AS	10AP	9BS	11BP	12BP	8AS	10AK	14CP	13BK	**92**
91	3	4	4	5	5	5	6	5	5	5	7AP	7AP	9AK	9BP	11BK	11BK	8AP	10AS	13CK	13BS	**91**
90	3	4	4	5	5	5	5	5	5	5	7AK	6AK	9AS	9AK	11BS	11BS	7AK	10AP	13CS	12BP	**90**
89	3	4	4	5	5	4	5	5	5	5	7	6AS	9AP	9AS	10BP	11BP	7	9AK	13BP	12BK	**89**
88	3	4	4	4	5	4	5	5	5	5	7	6AP	9AK	9AP	10AK	11BK	7	9AS	13BK	12BS	**88**
87	3	4	4	4	5	4	5	4	5	5	6	6AK	9AS	9AK	10AS	10AS	7	9AP	13BS	12AP	**87**
86	3	3	4	4	4	4	5	4	5	5	6	6AS	9AP	8AS	10AP	10AP	7	9AK	13BP	11AK	**86**
85	3	3	4	4	4	4	5	4	5	4	6	5AP	9AK	8AP	10AK	10AK	6	9AS	12BK	11AS	**85**
84	3	3	4	4	4	4	5	4	5	4	6	5AK	9	8AK	9AS	10AS	6	8	12BS	11AP	**84**
83	3	3	4	4	4	4	4	4	5	4	6	5AS	9	8AS	9AP	10AP	6	8	12BP	11AK	**83**
82	3	3	3	4	4	4	4	4	4	4	6	5AP	8	8AP	9AK	9AK	6	8	12BK	11AS	**82**
81	3	3	3	4	4	4	4	4	4	4	5	5AK	8	8AK	9AS	9AS	6	8	12BS	10AP	**81**
80	3	3	3	3	4	4	4	3	4	4	5	4AS	8	8AS	9AP	9AP	5	8	11BP	10AK	**80**
79	3	3	3	3	4	3	4	3	4	4	5	4	8	8	9AK	9AK	5	7	11BK	10	**79**
78	3	3	3	3	4	3	4	3	4	3	5	4	8	7	8AS	8AS	5	7	11AS	10	**78**
77	2	3	3	3	4	3	4	3	4	3	5	4	8	7	8AP	8AP	5	7	11AP	9	**77**
76	2	3	3	3	4	3	3	3	4	3	4	4	8	7	8AK	8AK	5	7	11AK	9	**76**
75	2	3	3	3	3	3	3	3	4	3	4	4	8	7	8AS	8AS	5	7	10AS	9	**75**
74	2	3	3	3	3	3	3	3	4	3	4	3	7	7	8	8AP	4	6	10AP	9	**74**
73	2	3	3	3	3	3	3	2	3	3	4	3	7	7	7	7AK	4	6	10AK	8	**73**
72	2	3	3	3	3	3	3	2	3	3	4	3	7	7	7	7AS	4	6	10AS	8	**72**
71	2	3	2	2	3	3	3	2	3	2	4	3	7	7	7	7AP	4	6	10AP	8	**71**
70	2	2	2	2	3	3	3	2	3	2	3	3	7	6	7	7AK	4	6	10AK	8	**70**
69	2	2	2	2	3	2	3	2	3	2	3	2	7	6	7	6	3	0	9	0	**69**
68	2	2	2	2	3	2	2	2	3	2	3	2	7	6	7	6	3	0	9	0	**68**
67	2	2	2	2	3	2	2	2	3	2	3	2	7	6	6	6	3	0	9	0	**67**
63-66	2	2	2	2	2	2	2	1	3	2	2	2	6	6	6	5	3	0	8	0	**63-66**
60-62	2	2	2	1	2	2	1	1	2	0	2	0	6	5	5	5	0	0	8	0	**60-62**
57-59	2	2	1	1	2	1	1	0	2	0	0	0	5	5	5	4	0	0	0	0	**57-59**
53-56	2	1	1	0	1	1	0	0	2	0	0	0	5	4	4	0	0	0	0	0	**53-56**
50-52	1	1	1	0	1	1	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**50-52**
47-49	1	1	0	0	1	0	0	0	0	0	0	0	4	4	0	0	0	0	0	0	**47-49**
40-46	1	1	0	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**40-46**
30-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-39**
03-29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**03-29**

Length: 3 – 5 feet
Weight: 0.5 – 1 pounds
Fumble Range: 01 – 06 UM

Range Modifiers:
1' – 10': +15
11' – 60': +0
61' – 120': -40
121' – 180': -65

ALT-25
Sling
Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**150**
149	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**149**
148	10EK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	28EK	**148**
147	10DK	12EK	14EK	16EK	17EK	17EK	20EK	20EK	18EK	20EK	24EK	24EK	18EK	18EK	23EK	26EK	20EK	23EK	26EK	27EK	**147**
146	10DK	12DK	14EK	16EK	17EK	17EK	19EK	19EK	18EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	**146**
145	10DK	12DK	14DK	15EK	17EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	18EK	18EK	22EK	25EK	19EK	22EK	25EK	27EK	**145**
144	10CK	12DK	13DK	15EK	16EK	16EK	19EK	19EK	17EK	19EK	23EK	23EK	17EK	17EK	22EK	25EK	19EK	22EK	25EK	26EK	**144**
143	10CK	12DK	13DK	15EK	16DK	16DK	19DK	19EK	17EK	19EK	22EK	22EK	17EK	17EK	22EK	24EK	18EK	21EK	25EK	26EK	**143**
142	10CK	11CK	13DK	15EK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	26EK	**142**
141	10CK	11CK	13DK	15DK	16DK	16DK	18DK	18EK	17DK	18EK	22EK	22EK	17DK	17EK	21EK	24EK	18EK	21EK	24EK	25EK	**141**
140	9CK	11CK	13DK	14DK	16DK	15DK	18DK	18EK	16DK	18EK	21EK	21EK	17DK	17DK	21EK	23EK	18EK	20EK	24EK	25EK	**140**
139	9BK	11CK	13CK	14DK	15DK	15DK	18DK	17DK	16DK	17DK	21DK	21EK	17DK	17DK	21DK	23EK	17DK	20EK	23EK	25EK	**139**
138	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	21DK	21EK	16DK	16DK	20DK	23EK	17DK	20EK	23EK	24EK	**138**
137	9BK	11CK	12CK	14DK	15DK	15DK	17DK	17DK	16DK	17DK	20DK	20EK	16DK	16DK	20DK	22EK	17DK	19EK	23EK	24EK	**137**
136	9BK	11BK	12CK	13DK	15DK	15DK	17DK	17DK	15DK	17DK	20DK	20EK	16DK	16DK	20DK	22DK	16DK	19DK	23EK	23EK	**136**
135	9BK	10BK	12CK	13DK	15CK	14DK	17DK	16DK	15DK	16DK	20DK	20DK	16DK	16DK	20DK	22DK	16DK	19DK	22EK	23EK	**135**
134	9AK	10BK	12CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	16DK	19DK	21DK	16DK	19DK	22EK	23EK	**134**
133	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	16DK	19DK	19DK	16CK	15DK	19DK	21DK	16DK	18DK	22EK	22EK	**133**
132	9AK	10BK	11CK	13DK	14CK	14CK	16CK	16DK	15CK	15DK	19DK	19DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	**132**
131	9AK	10BK	11BK	12CK	14CK	14CK	16CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	19DK	21DK	15DK	18DK	21EK	22EK	**131**
130	8AK	10AK	11BK	12CK	14CK	13CK	15CK	15DK	14CK	15DK	19DK	18DK	15CK	15DK	18DK	20DK	15DK	17DK	21EK	21DK	**130**
129	8AK	10AK	11BK	12CK	13CK	13CK	15CK	15DK	14CK	15DK	18DK	18DK	15CK	15DK	18DK	20DK	14CK	17DK	21EK	21DK	**129**
128	8AK	9AK	11BK	12CK	13BK	13CK	15CK	14DK	14CK	14CK	18DK	17DK	15CK	15CK	18DK	20DK	14CK	17DK	20DK	21DK	**128**
127	8AK	9AK	10BK	11CK	13BK	13CK	15CK	14DK	13CK	14CK	17DK	17DK	15CK	14CK	18CK	19DK	14CK	16DK	20DK	20DK	**127**
126	8AK	9AK	10BK	11CK	13BK	13BK	14CK	14CK	13CK	14CK	17CK	17CK	14CK	14CK	17CK	19DK	14CK	16DK	20DK	20DK	**126**
125	8AK	9AK	10BK	11CK	13BK	12BK	14CK	14CK	13CK	14CK	17CK	16DK	14CK	14CK	17CK	19DK	13CK	16CK	20DK	19DK	**125**
124	8	9AK	10BK	11CK	12BK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	**124**
123	8	9AK	10AK	11CK	12AK	12BK	14CK	13CK	13CK	13CK	16CK	16DK	14CK	14CK	17CK	18DK	13CK	15CK	19DK	19DK	**123**
122	8	9AK	9AK	10CK	12AK	12BK	13BK	13CK	12BK	13CK	16CK	15DK	14BK	13CK	16CK	18DK	12CK	15CK	19DK	18DK	**122**
121	8	9AK	9AK	10BK	12AK	12BK	13BK	13CK	12BK	12CK	15CK	15DK	14BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	**121**
120	7	8AK	9AK	10BK	12AK	11BK	13BK	12CK	12BK	12CK	15CK	15DK	13BK	13CK	16CK	17CK	12CK	14CK	18DK	18DK	**120**
119	7	8	9AK	10BK	12AK	11AK	13BK	12CK	12BK	12CK	15CK	14CK	13BK	13CK	16CK	17CK	12BK	14CK	18DK	17DK	**119**
118	7	8	9AK	9BK	11AK	11AK	12BK	12CK	12BK	12CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	14CK	18DK	17DK	**118**
117	7	8	9AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	14CK	13BK	13CK	15CK	16CK	11BK	13BK	17DK	17DK	**117**
116	7	8	8AK	9BK	11AK	11AK	12BK	11CK	11BK	11CK	14CK	13CK	13BK	12CK	15CK	16CK	11BK	13BK	17DK	16CK	**116**
115	7	8	8AK	9BK	11AK	10AK	12AK	11CK	11BK	11BK	13CK	13CK	13BK	12CK	15BK	15CK	10BK	13BK	17DK	16CK	**115**
114	7	8	8AK	9BK	11	10AK	11AK	11BK	11BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10BK	12BK	16DK	15CK	**114**
113	7	7	8AK	8BK	10	10AK	11AK	10BK	10BK	10BK	13CK	13CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	**113**
112	7	7	8AK	8AK	10	10AK	11AK	10BK	10BK	10BK	13CK	12CK	12BK	12BK	14BK	15CK	10AK	12BK	16CK	15CK	**112**
111	7	7	7AK	8AK	10	10AK	10AK	10BK	10BK	10BK	12CK	12CK	12BK	11BK	13BK	14BK	9AK	11BK	16CK	14CK	**111**
110	6	7	7AK	8AK	10	9AK	10AK	10BK	10AK	9BK	12BK	12CK	12AK	11BK	13BK	14BK	9AK	11BK	15CK	14CK	**110**
109	6	7	7	8AK	10	9	10AK	9BK	10AK	9BK	12BK	11CK	12AK	11BK	13BK	14BK	9AK	11AK	15CK	14BK	**109**
108	6	7	7	7AK	9	9	10AK	9BK	9AK	9BK	11BK	11CK	11AK	11BK	13BK	13BK	8AK	10AK	15CK	13BK	**108**
107	6	7	7	7AK	9	9	9AK	9BK	9AK	8BK	11BK	11CK	11AK	11BK	12BK	13BK	8AK	10AK	14CK	13BK	**107**
106	6	6	7	7AK	9	8	9AK	8BK	9AK	8BK	11BK	10CK	11AK	11BK	12BK	13BK	8	10AK	14CK	13BK	**106**
105	6	6	6	7AK	9	8	9AK	8AK	9AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	8	10AK	14CK	12BK	**105**
104	6	6	6	6AK	9	8	9	8AK	8AK	8BK	10BK	10CK	11AK	10BK	12BK	12BK	7	9AK	14CK	12BK	**104**
103	6	6	6	6AK	8	8	8	8AK	8AK	7AK	10BK	9CK	10AK	10AK	11BK	12BK	7	9AK	13CK	11BK	**103**
102	6	6	6	6AK	8	8	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	7	9AK	13BK	11AK	**102**
101	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	9BK	10AK	10AK	11AK	11BK	6	8	13BK	11AK	**101**
100	5	6	6	6AK	8	7	8	7AK	8AK	7AK	9BK	8BK	10AK	9AK	11AK	11BK	6	8	13BK	10AK	**100**
99	5	6	5	5	8	7	7	7AK	7	6AK	8BK	8BK	10	9AK	10AK	10BK	6	8	12BK	10AK	**99**
98	5	5	5	5	7	7	7	6AK	7	6AK	8AK	8BK	10	9AK	10AK	10BK	6	7	12BK	10AK	**98**
97	5	5	5	5	7	7	7	6AK	7	6AK	8AK	7BK	9	9AK	10AK	10AK	5	7	12BK	9AK	**97**
96	5	5	5	5	7	6	7	6AK	7	5AK	7AK	7BK	9	9AK	10AK	9AK	5	7	11BK	9	**96**
95	5	5	5	4	7	6	6	5AK	7	5AK	7AK	7BK	9	9AK	9AK	9AK	5	6	11BK	9	**95**
94	5	5	4	4	7	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11BK	8	**94**
93	5	5	4	4	6	6	6	5	6	5	7AK	6BK	9	8	9AK	9AK	4	6	11AK	8	**93**
92	5	5	4	4	6	6	6	5	6	4	6AK	6BK	9	8	9AK	8AK	4	0	10AK	0	**92**
91	4	4	4	4	6	5	5	4	6	4	6AK	5BK	8	8	8AK	8AK	4	0	10AK	0	**91**
90	4	4	4	3	6	5	5	4	5	4	6AK	5BK	8	8	8AK	8AK	3	0	10AK	0	**90**
89	4	4	4	3	6	5	5	4	5	3	5	5BK	8	7	8	7AK	3	0	9AK	0	**89**
88	4	4	3	3	6	5	5	4	5	3	5	4AK	8	7	8	7AK	3	0	9AK	0	**88**
87	4	4	3	3	5	5	4	3	5	3	5	4AK	8	7	7	7AK	0	0	9AK	0	**87**
86	4	4	3	2	5	4	4	3	5	3	4	4AK	8	7	7	6AK	0	0	9	0	**86**
85	4	4	3	2	5	4	4	3	4	2	4	3AK	7	7	7	6AK	0	0	8	0	**85**
84	4	3	3	2	5	4	4	2	4	2	4	3AK	7	7	7	6	0	0	8	0	**84**
83	4	3	2	2	5	4	3	2	4	2	3	3AK	7	6	6	5	0	0	8	0	**83**
82	4	3	2	2	4	4	3	2	4	0	3	2AK	7	6	6	5	0	0	0	0	**82**
81	3	3	2	1	4	3	3	2	3	0	3	2AK	7	6	6	5	0	0	0	0	**81**
80	3	3	2	1	4	3	3	1	3	0	2	2	7	6	6	4	0	0	0	0	**80**
79	3	3	2	1	4	3	2	1	3	0	2	0	6	6	5	4	0	0	0	0	**79**
78	3	3	2	1	4	3	2	1	3	0	2	0	6	5	5	4	0	0	0	0	**78**
77	3	3	1	0	3	3	2	0	3	0	0	0	6	5	5	0	0	0	0	0	**77**
76	3	2	1	0	3	2	2	0	2	0	0	0	6	5	5	0	0	0	0	0	**76**
75	3	2	1	0	3	2	1	0	2	0	0	0	6	5	4	0	0	0	0	0	**75**
74	3	2	1	0	3	2	1	0	2	0	0	0	6	5	4	0	0	0	0	0	**74**
73	3	2	1	0	3	2	1	0	2	0	0	0	5	5	4	0	0	0	0	0	**73**
72	3	2	0	0	2	2	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**72**
71	2	2	0	0	2	1	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**71**
70	2	2	0	0	2	1	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**70**
69	2	1	0	0	2	1	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**69**
68	2	1	0	0	2	1	0	0	0	0	0	0	5	4	0	0	0	0	0	0	**68**
67	2	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**67**
66	2	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**66**
65	2	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**65**
64	2	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**64**
63	2	1	0	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**63**
62	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**62**
61	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**61**
60	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**60**
53-59	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**53-59**
07-52	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**07-52**

Length: 5 – 7 feet
Weight: 3 – 8 pounds
Fumble Range: 01 – 05 UM

Range Modifiers: 1' – 10': -10
11' – 25': -20
26' – 50': -30

ALT-26
Spear
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	8DP	10EP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**150**
149	8CP	10DP	12EP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**149**
148	8CP	10CP	12DP	14EP	20EP	20EP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**148**
147	8CP	10CP	12DP	14EP	20DP	20DP	23EP	23EP	20EP	22EP	26EP	26EP	20EP	20EP	25EP	28EP	22EP	25EP	28EP	30EP	**147**
146	8CP	10CP	12DP	14EP	20DP	20DP	23DP	23EP	20EP	21EP	25EP	25EP	20EP	20EP	25EP	27EP	21EP	24EP	27EP	29EP	**146**
145	8CP	10CP	12CP	14DP	20DP	20DP	22DP	22EP	19EP	21EP	25EP	25EP	20EP	20EP	24EP	27EP	21EP	24EP	27EP	29EP	**145**
144	8BP	10CP	12CP	14DP	19DP	19DP	22DP	22EP	19DP	21EP	25EP	25EP	19EP	19EP	24EP	27EP	21EP	24EP	27EP	28EP	**144**
143	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22EP	19DP	21EP	24EP	24EP	19EP	19EP	24EP	26EP	21EP	24EP	27EP	28EP	**143**
142	8BP	10BP	12CP	13DP	19DP	19DP	22DP	22DP	19DP	20DP	24EP	24EP	19EP	19EP	24EP	26EP	20EP	23EP	26EP	28EP	**142**
141	8BP	10BP	11CP	13DP	19CP	19DP	21DP	21DP	19DP	20DP	24DP	24EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	28EP	**141**
140	8BP	10BP	11CP	13DP	19CP	19CP	21DP	21DP	18DP	20DP	24DP	23EP	19DP	19EP	23EP	26EP	20EP	23EP	26EP	27EP	**140**
139	8BP	10BP	11CP	13DP	18CP	18CP	21CP	21DP	18DP	20DP	23DP	23EP	19DP	19DP	23EP	25EP	20EP	22EP	26EP	27EP	**139**
138	8AP	9BP	11BP	13CP	18CP	18CP	21CP	21DP	18DP	19DP	23DP	23EP	18DP	18DP	23EP	25EP	19EP	22EP	25EP	27EP	**138**
137	8AP	9BP	11BP	13CP	18CP	18CP	20CP	20DP	18CP	19DP	23DP	22DP	18DP	18DP	22DP	25EP	19EP	22EP	25EP	26EP	**137**
136	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	18CP	19DP	22DP	22DP	18DP	18DP	22DP	24EP	19DP	22EP	25EP	26EP	**136**
135	8AP	9AP	11BP	12CP	18CP	18CP	20CP	20DP	17CP	19DP	22DP	22DP	18DP	18DP	22DP	24DP	19DP	21EP	25EP	26EP	**135**
134	7AP	9AP	11BP	12CP	18CP	17CP	20CP	20DP	17CP	18DP	22DP	22DP	18DP	18DP	22DP	24DP	18DP	21EP	24EP	25EP	**134**
133	7AP	9AP	11BP	12CP	17CP	17CP	20CP	19DP	17CP	18CP	22DP	21DP	18DP	17DP	21DP	23DP	18DP	21DP	24EP	25EP	**133**
132	7AP	9AP	10BP	12CP	17BP	17CP	19CP	19DP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	18DP	20DP	24EP	25EP	**132**
131	7AS	9AP	10BP	12CP	17BP	17CP	19CP	19CP	17CP	18CP	21DP	21DP	17CP	17DP	21DP	23DP	17DP	20DP	24EP	24EP	**131**
130	7AP	9AP	10BP	12CP	17BP	17BP	19CP	19CP	16CP	17CP	21DP	20DP	17CP	17DP	21DP	23DP	17DP	20DP	23EP	24EP	**130**
129	7AK	9AP	10AP	11BP	17BP	17BP	19CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	20DP	23EP	24EP	**129**
128	7	9AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	20DP	17CP	17DP	20DP	22DP	17DP	19DP	23EP	23EP	**128**
127	7	8AP	10AP	11BP	16BP	16BP	18CP	18CP	16CP	17CP	20CP	19DP	17CP	16DP	20DP	22DP	16DP	19DP	23EP	23DP	**127**
126	7	8AS	10AP	11BP	16BP	16BP	18CP	18CP	15CP	16CP	20CP	19DP	16CP	16DP	20DP	21DP	16DP	19DP	22EP	23DP	**126**
125	7	8AP	10AP	11BP	16BP	16BP	18CP	17CP	15CP	16CP	19CP	19DP	16CP	16CP	19DP	21DP	16DP	18DP	22DP	22DP	**125**
124	7	8AK	9AP	11BP	16BP	15BP	17BP	17CP	15CP	16CP	19CP	18DP	16CP	16CP	19DP	21DP	16CS	18DP	22DP	22DP	**124**
123	7	8	9AP	11BP	16BP	15BP	17BP	17CP	15BP	15CP	19CP	18DP	16CP	16CP	19CP	20DP	15CP	18DP	21DP	22DP	**123**
122	7	8	9AP	10BP	15AP	15BP	17BP	17CP	15BP	15CP	18CP	18CP	16CP	15CP	19CP	20DP	15CS	18DS	21DP	21DP	**122**
121	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	18CP	16CP	15CP	18CP	20DP	15CP	17DP	21DP	21DP	**121**
120	7	8	9AP	10BP	15AP	15BP	17BP	16CP	14BP	15CP	18CP	17CP	15CP	15CP	18CP	20DP	15CS	17CS	21DP	21DP	**120**
119	6	8	9AP	10AP	15AP	15BP	16BP	16CP	14BP	14CP	17CP	17CP	15CP	15CP	18CP	19CP	14CP	17CP	20DP	20DS	**119**
118	6	8	9AP	10AP	15AP	14AP	16BP	16CP	14BP	14BP	17CP	17CP	15CP	15CP	18CP	19CP	14CS	16CS	20DP	20DP	**118**
117	6	8	9AP	10AP	14AP	14AP	16BP	15BP	14BP	14BP	17CP	16CP	15BP	15CP	17CP	19CP	14CP	16CP	20DP	20DS	**117**
116	6	7	9AS	10AP	14AP	14AP	16BP	15BP	13BP	14BP	17CP	16CP	15BP	14CP	17CP	18CP	14CS	16CS	20DP	19DP	**116**
115	6	7	8AP	9AP	14AS	14AP	15BP	15BP	13BP	13BP	16CP	16CP	14BP	14CP	17CP	18CP	13CP	16CP	19DP	19DS	**115**
114	6	7	8AK	9AP	14AP	14AP	15BP	15BP	13BP	13BP	16CP	15CP	14BS	14CP	17CP	18CP	13CS	15CS	19DS	19DP	**114**
113	6	7	8	9AP	14AS	13AP	15BP	14BP	13BP	13BP	16CP	15CP	14BP	14CP	16CP	17CP	13CP	15CP	19DP	19DS	**113**
112	6	7	8	9AP	14AP	13AP	15AP	14BP	13BP	13BP	15CP	15CP	14BS	14CP	16CP	17CP	12BS	15CS	19DS	18DP	**112**
111	6	7	8	9AP	13AS	13AP	14AP	14BP	12BS	12BP	15BP	14CP	14BP	13CS	16CP	17CP	12BP	15CP	18DP	18CS	**111**
110	6	7	8	9AP	13AP	13AS	14AP	14BP	12BP	12BP	15BP	14CP	14BS	13CP	16CP	17CP	12BS	14BS	18DS	18CP	**110**
109	6	7	8	9AP	13AS	13AP	14AP	13BP	12AS	12BP	15BP	14CP	13BP	13BS	15BP	16CP	12BP	14BP	18DP	17CS	**109**
108	6	7	8	8AS	13AP	12AS	14AP	13BP	12AP	12BS	14BP	14CP	13BS	13BP	15BS	16CP	11BS	14BS	18CS	17CP	**108**
107	6	7	7	8AP	13AK	12AP	14AS	13BP	12AS	11BP	14BP	13CP	13BP	13BS	15BP	16BP	11BP	13BP	17CP	17CS	**107**
106	6	7	7	8AS	12	12AS	13AP	13BP	11AP	11BS	14BP	13CP	13BS	13BP	15BS	15BP	11BS	13BS	17CS	16CP	**106**
105	6	7	7	8AP	12	12AP	13AS	12BP	11AS	11BP	13BP	13CP	13BP	12BS	14BP	15BS	11AP	13BP	17CP	16CS	**105**
104	6	6	7	8AK	12	12AS	13AP	12BP	11AP	11BS	13BP	12CP	13BS	12BP	14BS	15BP	10AS	13BS	17CS	16CP	**104**
103	5	6	7	8	12	11AP	13AS	12AP	11AS	10AP	13BS	12BP	12AP	12BS	14BP	15BS	10AP	12BP	16CP	15CS	**103**
102	5	6	7	8	12	11AK	12AP	12AP	10AP	10AS	13BP	12BP	12AS	12BP	14BS	14BP	10AS	12AS	16CS	15BP	**102**
101	5	6	7	7	12	11	12AS	12AP	10AS	10AP	12BS	11BP	12AP	12BS	13BP	14BS	10AP	12AP	16CP	15BS	**101**
100	5	6	7	7	11	11	12AP	11AP	10AP	10AS	12BP	11BP	12AS	11BP	13BS	14BP	9AK	11AS	16CS	14BP	**100**
99	5	6	7	7	11	11	12AS	11AS	10AS	9AP	12BS	11BP	12AP	11BS	13BP	13BS	9AS	11AP	15CP	14BS	**99**
98	5	6	6	7	11	10	11AP	11AP	10AP	9AS	11BP	10BP	12AS	11BP	13BS	13BP	9	11AS	15CS	14BP	**98**
97	5	6	6	7	11	10	11AK	11AS	9AS	9AP	11BS	10BS	11AP	11BS	12BP	13BS	9	11AP	15CP	13BS	**97**
96	5	6	6	7	11	10	11	10AP	9AP	8AS	11AP	10BP	11AS	11AP	12BS	12BP	8	10AS	14BS	13BP	**96**
95	5	6	6	7	10	10	11	10AS	9AK	8AP	11AS	10BS	11AP	11AS	12BP	12BS	8	10AP	14BP	13AS	**95**
94	5	6	6	6	10	10	10	10AP	9	8AS	10AP	9BP	11AS	10AP	12AS	12BP	8	10AK	14BS	12AP	**94**
93	5	5	6	6	10	10	10	10AS	9	8AP	10AS	9BS	11AP	10AS	11AP	12BS	7	9	14BP	12AS	**93**
92	5	5	6	6	10	9	10	9AP	8	7AS	10AP	9BP	11AS	10AP	11AS	11BP	7	9	13BS	12AP	**92**
91	5	5	6	6	10	9	10	9AS	8	7AP	9AS	8BS	10AS	10AS	11AP	11AS	7	9	13BP	11AS	**91**
90	5	5	6	6	9	9	10	9AP	8	7AK	9AP	8BP	10	10AP	11AS	11AP	7	9	13BS	11AP	**90**
89	5	5	5	6	9	9	9	9AS	8	7	9AS	8BS	10	9AS	10AP	10AS	6	8	13BP	11AK	**89**
88	4	5	5	6	9	9	9	8AP	8	6	8AP	7BP	10	9AP	10AS	10AP	6	8	12BS	10	**88**
87	4	5	5	5	9	8	9	8AK	7	6	8AS	7BS	10	9AS	10AP	10AS	6	8	12BP	10	**87**
86	4	5	5	5	9	8	9	8	7	6	8AP	7AP	10	9AP	10AS	9AP	6	7	12AS	10	**86**
85	4	5	5	5	9	8	8	8	7	6	8AK	6AS	9	9	9AP	9AS	5	7	12AP	9	**85**
84	4	5	5	5	8	8	8	7	7	5	7	6AP	9	9	9AS	9AP	5	7	11AS	9	**84**
83	4	5	5	5	8	8	8	7	7	5	7	6AS	9	8	9AP	9AS	5	7	11AP	9	**83**
82	4	4	5	5	8	7	8	7	6	5	7	6AP	9	8	9AS	8AP	5	6	11AS	8	**82**
81	4	4	4	5	8	7	7	7	6	5	6	5AS	9	8	8AP	8AS	4	6	11AP	8	**81**
80	4	4	4	4	8	7	7	6	6	4	6	5AP	8	8	8	8AP	4	6	10AK	8	**80**
79	4	4	4	4	7	7	7	6	6	4	6	5AS	8	8	8	7AS	4	0	10AK	0	**79**
78	4	4	4	4	7	7	7	6	5	4	6	4AP	8	7	8	7AP	4	0	10	0	**78**
77	4	4	4	4	7	6	7	6	5	4	5	4AS	8	7	7	7AS	3	0	10	0	**77**
76	4	4	4	4	7	6	6	5	5	3	5	4AP	8	7	7	6AP	3	0	9	0	**76**
75	4	4	4	4	7	6	6	5	5	3	5	3AK	8	7	7	6	3	0	9	0	**75**
74	4	4	4	4	7	6	6	5	5	3	4	3	7	7	7	6	0	0	9	0	**74**
73	3	4	4	3	6	6	6	5	4	3	4	3	7	7	6	6	0	0	9	0	**73**
72	3	4	3	3	6	5	5	4	4	2	4	2	7	6	6	5	0	0	8	0	**72**
71	3	4	3	3	6	5	5	4	4	2	4	2	7	6	6	5	0	0	8	0	**71**
70	3	3	3	3	6	5	5	4	4	2	3	2	7	6	6	5	0	0	8	0	**70**
69	3	3	3	3	6	5	5	4	4	0	3	0	7	6	5	4	0	0	0	0	**69**
67-68	3	3	3	3	5	5	4	3	3	0	2	0	6	5	5	4	0	0	0	0	**67-68**
65-66	3	3	3	2	5	4	4	3	3	0	2	0	6	5	4	0	0	0	0	0	**65-66**
62-64	3	3	2	2	4	4	3	2	2	0	0	0	5	5	4	0	0	0	0	0	**62-64**
60-61	3	3	2	2	4	3	3	2	2	0	0	0	5	4	0	0	0	0	0	0	**60-61**
57-59	3	2	2	1	4	3	2	1	0	0	0	0	5	4	0	0	0	0	0	0	**57-59**
53-56	2	2	1	1	3	2	1	0	0	0	0	0	4	0	0	0	0	0	0	0	**53-56**
48-52	2	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**48-52**
43-47	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**43-47**
39-42	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**39-42**
28-38	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**28-38**
06-27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-27**

Length: 5 – 6 feet
Weight: 5 – 12 pounds
Fumble Range: 01 – 05 UM

Range Modifiers: —

ALT -27

Two-Handed Sword

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	**150**
149	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	40ES	40ES	38ES	38ES	43ES	46ES	40ES	43ES	46ES	48ES	**149**
148	18EK	20EK	22EK	24EK	30EK	30EK	33EK	33EK	34ES	36ES	39ES	40ES	38ES	38ES	43ES	46ES	39ES	42ES	46ES	47ES	**148**
147	18EK	20EK	22EK	24EK	30EK	30EK	32EK	32EK	33ES	35ES	39ES	39ES	37ES	37ES	42ES	45ES	39ES	42ES	45ES	47ES	**147**
146	18EK	20EK	22EK	23EK	29EK	29EK	32EK	32EK	33ES	35ES	38ES	39ES	37ES	37ES	42ES	45ES	38ES	41ES	45ES	46ES	**146**
145	18EK	20EK	21EK	23EK	29EK	29EK	32EK	32EK	33ES	34ES	38ES	38ES	37ES	37ES	41ES	44ES	38ES	41ES	44ES	46ES	**145**
144	18EK	19EK	21EK	23EK	29EK	29EK	31EK	31EK	32ES	34ES	37ES	38ES	36ES	36ES	41ES	44ES	37ES	40ES	44ES	45ES	**144**
143	17EK	19EK	21EK	23EK	28EK	28EK	31EK	31EK	32ES	33ES	37ES	37ES	36ES	36ES	40ES	43ES	37ES	40ES	43ES	44ES	**143**
142	17DK	19EK	21EK	22EK	28EK	28EK	31EK	30EK	31ES	33ES	36ES	37ES	36ES	35ES	40ES	43ES	36ES	39ES	43ES	44ES	**142**
141	17DK	19DK	20EK	22EK	28EK	28EK	30EK	30EK	31ES	32ES	36ES	36ES	35ES	35ES	39ES	42ES	35ES	39ES	42ES	43ES	**141**
140	17DK	19DK	20EK	22EK	27EK	27EK	30EK	30EK	31ES	32ES	35ES	36ES	35ES	35ES	39ES	42ES	35ES	38ES	42ES	43ES	**140**
139	17DK	18DK	20DK	22EK	27ES	27EK	29EK	29EK	30ES	31ES	35ES	36ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	**139**
138	17DK	18DK	20DK	21EK	27DK	27ES	29EK	29EK	30ES	31ES	34ES	35ES	34ES	34ES	38ES	41ES	34ES	37ES	41ES	42ES	**138**
137	17DK	18DK	19DK	21EK	27DS	26DK	29DS	28EK	29ES	30ES	34ES	34ES	34ES	33ES	38ES	40ES	33ES	36ES	40ES	41ES	**137**
136	16DK	18DK	19DK	21DK	26DK	26DS	28DK	28EK	29ES	30ES	33ES	34ES	33ES	33ES	37ES	40ES	33ES	36ES	40ES	40ES	**136**
135	16CK	18DK	19DK	20DK	26DS	26DK	28DS	28ES	29DS	29ES	33ES	33ES	33ES	33ES	37ES	39ES	32ES	35ES	39ES	40ES	**135**
134	16CS	17CK	19DK	20DK	26DK	25DS	28DK	27DK	28DS	29ES	32ES	33ES	33ES	32ES	36ES	39ES	32ES	35ES	39ES	39ES	**134**
133	16CK	17CS	19DK	20DK	25DS	25DK	27DS	27DS	28DS	28ES	32ES	32ES	32ES	32ES	36ES	38ES	31ES	34ES	38ES	39ES	**133**
132	16CS	17CK	18DK	20DK	25DK	25DS	27DK	26DK	27DS	28ES	31DS	32ES	32DS	31ES	35ES	38ES	30ES	34ES	38ES	38ES	**132**
131	16CK	17CS	18DK	19DK	25DS	24DK	26DS	26DS	27DS	27DS	31DS	31ES	31DS	31ES	35ES	37ES	30ES	33ES	37ES	38ES	**131**
130	15CS	17CK	18DK	19DK	24DK	24DS	26DK	26DK	27DS	27DS	30DS	31DS	31DS	31ES	34ES	37ES	29ES	32ES	37ES	37ES	**130**
129	15CK	17CS	18CS	19DK	24DS	24DK	26DS	25DS	26DS	26DS	30DS	31DS	31DS	30DS	34ES	36ES	29ES	32ES	37ES	36ES	**129**
128	15CS	16CK	17CK	19DK	24DK	23DS	25DK	25DK	26DS	26DS	29DS	30DS	30DS	30DS	33ES	36ES	28ES	31ES	36ES	36ES	**128**
127	15BK	16CS	17CS	18DK	24DS	23DK	25DS	24DS	25DS	25DS	29DS	30DS	30DS	29DS	33DS	35ES	28DS	31ES	36ES	35ES	**127**
126	15BS	16CK	17CK	18DK	23CK	23DS	25DK	24DK	25DS	25DS	28DS	29DS	30DS	29DS	32DS	35DS	27DS	30DS	35ES	35ES	**126**
125	15BK	16BS	17CS	18DS	23CS	22DK	24DS	24DS	25DS	25DS	28DS	29DS	29DS	29DS	32DS	34DS	26DS	30DS	35ES	34ES	**125**
124	15BS	16BK	16CK	18DK	23CK	22CS	24CK	23DK	24DS	24DS	27DS	28DS	29DS	28DS	32DS	34DS	26DS	29DS	34ES	34ES	**124**
123	14AK	15BS	16CS	17DS	22CS	22CK	23CS	23DS	24DK	24DS	27DS	28DS	28DS	28DS	31DS	33DS	25DS	29DS	34ES	33ES	**123**
122	14AS	15BK	16CK	17CK	22CK	22CS	23CK	22DK	23DS	23DK	26DS	27DS	28DS	27DS	31DS	33DS	25DS	28DS	33ES	32ES	**122**
121	14AK	15BS	16CS	17CS	22CS	21CK	23CS	22DS	23CK	23DS	26DS	27DS	28DS	27DS	30DS	32DS	24DS	27DS	33ES	32ES	**121**
120	14AS	15BK	16CK	16CK	21CK	21CS	22CK	22DK	23CS	22DK	25DS	26DS	27DS	27DS	30DS	32DS	24DS	27DS	32ES	31DS	**120**
119	14AK	15AS	15CS	16CS	21CS	21CK	22CS	21DS	22CK	22DS	25DK	26DS	27DS	26DS	29DS	31DS	23DS	26DS	32ES	31DS	**119**
118	14AS	14AK	15BK	16CK	21CK	20CS	22CK	21DK	22CS	21DK	24DS	25DK	27DS	26DS	29DS	31DS	23DS	26DS	31DS	30DS	**118**
117	13AK	14AS	15BS	16CS	21CS	20CK	21CS	20CS	21CK	21DS	24DK	25DS	26DS	25DS	28DS	30DS	22DS	25DS	31DS	30DS	**117**
116	13AS	14AK	15BK	15CK	20CK	20CS	21CK	20CK	21CS	20DK	23DS	24DK	26CS	25DS	28DS	30DS	21DS	25DS	30DS	29DS	**116**
115	13AK	14AS	14BS	15CS	20CS	19CK	20CS	20CS	21CK	20DS	23DK	24DS	25CS	25DS	27DS	29DS	21DS	24DS	30DS	28DS	**115**
114	13	14AK	14BK	15CK	20BK	19CS	20CK	19CK	20CS	19CK	22CS	23DK	25CS	24DS	27DS	29DS	20DS	24DS	29DS	28DS	**114**
113	13	14AS	14BS	15CS	19BS	19CK	20CS	19CS	20CK	19CS	22CK	23DS	25CS	24DS	27DS	28DS	20DS	23DS	29DS	27DS	**113**
112	13	13AK	14BK	14CK	19BK	19CS	19CK	18CK	19CS	18CK	21CS	22DK	24CS	23DS	26DS	28DS	19DS	23DS	28DS	27DS	**112**
111	13	13AS	13AS	14CS	19BS	18BK	19CS	18CS	19CK	18CS	21CK	22DS	24CS	23DS	26DS	27DS	19DS	22DS	28DS	26DS	**111**
110	12	13AK	13AK	14CK	18BK	18BS	19CK	18CK	19CS	17CK	20CS	21CK	24CS	23DS	25DS	27DS	18DS	21DS	27DS	26DS	**110**
109	12	13	13AS	14BS	18BS	17BK	18CS	17CS	18CK	17CS	20CK	21CS	23CS	22DS	25DS	26DS	18DS	21DS	27DS	25DS	**109**
108	12	13	13AK	13BK	18AK	17BS	18BK	17CK	18CS	16CK	19CS	21CK	23CS	22CS	24DS	26DS	17CS	20DS	27DS	24DS	**108**
107	12	12	13AS	13BS	18AS	17BK	17BS	17CS	18CK	16CS	19CK	20CS	22CS	21CS	24DS	25DS	16CS	20CS	26DS	24DS	**107**
106	12	12	12AK	13BK	17AK	16BS	17BK	16CK	17CS	16CK	18CS	20CK	22CS	21CS	23CS	25DS	16CS	19CS	26DS	23DS	**106**
105	12	12	12AS	12BS	17AS	16BK	17BS	16CS	17CK	15CS	18CK	19CS	22CK	21CS	23CS	24DS	15CS	19CS	25DS	23DS	**105**
104	11	12	12AK	12BK	17AK	16AS	16BK	15CK	16BS	14CK	17CS	19CK	21CS	20CS	22CS	24CS	15CS	18CS	25DS	22DS	**104**
103	11	12	12AS	12BS	16AS	16AK	16BS	15CS	16BK	14CS	17CK	18CS	21CK	20CS	22CS	23CS	14CS	18CS	24DS	22DS	**103**
102	11	11	11AK	12BK	16AK	15AS	16BK	15CK	16BS	14CK	16CS	18CK	21CS	20CK	21CS	23CS	14CS	17CS	24DS	21DS	**102**
101	11	11	11AS	11AS	16AS	15AK	15BS	14BS	15BK	13CS	16CK	17CS	20CK	19CS	21CS	22CS	13CS	16CS	23DS	20DS	**101**
100	11	11	11AK	11AK	15AK	15AS	15AK	14BK	15BS	13CK	15CS	17CK	20CS	19CK	21CS	22CS	12CS	16CS	23DS	20DS	**100**
99	11	11	11	11AS	15	14AK	15AS	13BS	14BK	12CS	15CK	16CS	19CK	18CS	20CK	21CK	12CS	15CS	22DS	19CS	**99**
98	11	11	10	11AK	15	14AS	14AK	13BK	14BS	12CK	14CS	16CK	19CS	18CK	20CS	21CS	11CS	15CS	22DS	19CS	**98**
97	10	11	10	10AS	14	14AK	14AS	13BS	14BK	11CS	14CK	15CS	19BK	18CS	19CK	20CK	11CK	14CK	21DS	18CS	**97**
96	10	10	10	10AK	14	13AS	13AK	12BK	13BS	11BK	13CS	15CK	18BS	17CK	19CS	20CS	10CS	14CS	21CS	18CS	**96**
95	10	10	10	10AS	14	13AK	13AS	12BS	13BK	10BS	13CK	14CS	18BK	17CS	18CK	19CK	10CK	13CK	20CS	17CS	**95**
94	10	10	10	10AK	14	13	13AK	11BK	12AS	10BK	12BS	14CK	18BS	16CK	18CS	19CS	9CS	13BS	20CS	16CK	**94**
93	10	10	9	9AS	13	12	12AS	11BS	12AK	9BS	12BK	13CS	17BK	16CS	17CK	18CK	9CK	12BK	19CS	16CS	**93**
92	10	10	9	9AK	13	12	12AK	11AK	12AS	9BK	11BS	13CK	17BS	16CK	17CS	18CS	8BS	11BS	19CS	15CK	**92**
91	9	9	9	9AS	13	12	12AS	10AS	11AK	8BS	11BK	12CS	16BK	15CS	16CK	17CK	7BK	11BK	18CS	15CS	**91**
90	9	9	9	8AK	12	11	11AK	10AK	11AS	8BK	10BS	12BK	16BS	15CK	16CS	17CS	7BS	10BS	18CS	14CK	**90**
89	9	9	8	8	12	11	11	9AS	10AK	7BS	10BK	12BS	16BK	14CS	16CK	16BK	6BK	10AK	18CS	14CS	**89**
88	9	9	8	8	12	11	10	9AK	10AS	7BK	9BS	11BK	15BS	14CK	15BS	16BS	6AS	9AS	17CS	13CK	**88**
87	9	9	8	8	11	10	10	9AS	10AK	6BS	9BK	11BS	15BK	14BS	15BK	15BK	5AK	9AK	17CS	12BS	**87**
86	9	8	8	7	11	10	10	8AK	9AS	6AK	8BS	10BK	15BS	13BK	14BS	15BS	5AS	8AS	16CK	12BK	**86**
85	9	8	7	7	11	10	9	8AS	9AK	5AS	8BK	10BS	14AK	13BS	14BK	14BK	4AK	8AK	16CS	11BS	**85**
84	8	8	7	7	11	9	9	7AK	8	5AK	7AS	9BK	14AS	12BK	13BS	14BS	0	7	15CK	11AK	**84**
83	8	8	7	7	10	9	9	7AS	8	4AS	7AK	9BS	13AK	12BS	13BK	13BK	0	0	15CS	10AS	**83**
82	8	8	7	6	10	9	8	7AK	8	4AK	6AS	8BK	13AS	12BK	12BS	13BS	0	0	14CK	10AK	**82**
81	8	8	7	6	10	9	8	6AS	7	3AS	6AK	8BS	13AK	11BS	12BK	12BK	0	0	14BS	9	**81**
80	8	7	6	6	9	8	7	6AK	7	3AK	5AS	7BK	12AS	11BK	11BS	12BS	0	0	13BK	0	**80**
79	8	7	6	6	9	8	7	5	6	0	5AK	7AS	12AK	10BS	11BK	11BK	0	0	13BS	0	**79**
78	7	7	6	5	9	8	7	5	6	0	4AS	6AK	12AS	10BK	10BS	11BS	0	0	12BK	0	**78**
77	7	7	6	5	8	7	6	5	6	0	4AK	6AS	11AK	10BS	10BK	10AK	0	0	12BS	0	**77**
76	7	7	5	5	8	7	6	4	5	0	3AS	5AK	11AS	9AK	10AS	10AS	0	0	11BK	0	**76**
75	7	6	5	4	8	7	6	4	5	0	3AK	5AS	10AK	9AS	9AK	9AK	0	0	11AS	0	**75**
74	7	6	5	4	8	6	5	3	4	0	0	4AK	10	8AK	9AS	9AS	0	0	10AK	0	**74**
73	7	6	5	4	7	6	5	3	4	0	0	4AS	10	8AS	8AK	8AK	0	0	10AS	0	**73**
72	7	6	4	4	7	6	4	3	4	0	0	3AK	9	8AK	8AS	8AS	0	0	9AK	0	**72**
71	6	6	4	3	7	5	4	2	3	0	0	3	9	7AS	7AK	7AK	0	0	9	0	**71**
70	6	5	4	3	6	5	4	2	3	0	0	0	9	7AK	7AS	7AS	0	0	0	0	**70**
69	6	5	4	3	6	5	3	0	0	0	0	0	8	6	6AK	6AK	0	0	0	0	**69**
68	6	5	4	3	6	4	3	0	0	0	0	0	8	6	6AS	6AS	0	0	0	0	**68**
67	6	5	3	2	5	4	3	0	0	0	0	0	7	6	5AK	5AK	0	0	0	0	**67**
66	6	5	3	2	5	4	2	0	0	0	0	0	7	5	5	5	0	0	0	0	**66**
63-65	5	4	2	0	4	3	2	0	0	0	0	0	6	0	0	0	0	0	0	0	**63-65**
60-62	5	4	2	0	3	2	0	0	0	0	0	0	5	0	0	0	0	0	0	0	**60-62**
58-59	4	3	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**58-59**
55-57	4	3	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**55-57**
50-54	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**50-54**
46-49	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**46-49**
40-45	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-45**
06-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**06-39**

Length: ca.3 feet
Weight: 3 – 4 pounds
Fumble Range: 01 – 04 UM

Range Modifiers: 1' – 10': -20
11' – 25': -40
26' – 50': -60

ALT-28

War Hammer

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	**150**
149	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	**149**
148	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	24EK	24EK	17EK	17EK	22EK	25EK	18EK	21EK	24EK	26EK	**148**
147	12EP	14EP	16EP	18EP	19EP	19EP	22EP	22EP	18EP	20EP	24EP	24EP	17EP	17EP	22EP	25EP	18EP	21EP	24EP	26EP	**147**
146	12EK	14EK	16EK	18EK	19EK	19EK	22EK	22EK	18EK	20EK	23EK	23EK	17EK	17EK	22EK	24EK	18EK	21EK	24EK	25EK	**146**
145	12EP	14EP	16EP	18EP	19EP	19EP	21EP	21EP	18EP	19EP	23EP	23EP	17EP	17EP	21EP	24EP	17EP	20EP	23EP	25EP	**145**
144	12EK	14EK	16EK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	23EK	23EK	17EK	17EK	21EK	24EK	17EK	20EK	23EK	25EK	**144**
143	12DP	14DP	15EP	17EP	18EP	18EP	21EP	21EP	17EP	19EP	23EP	23EP	17EP	16EP	21EP	24EP	17EP	20EP	23EP	24EP	**143**
142	12DK	14DK	15EK	17EK	18EK	18EK	21EK	21EK	17EK	19EK	22EK	22EK	16EK	16EK	21EK	23EK	17EK	20EK	23EK	24EK	**142**
141	12DP	13DP	15DP	17EP	18EP	18EP	21EP	20EP	17DP	19EP	22EP	22EP	16EP	16EP	21EP	23EP	16EP	19EP	22EP	24EP	**141**
140	12DK	13DK	15DK	17EK	18DK	18EK	20EK	20EK	17DK	18EK	22EK	22EK	16DK	16EK	20EK	23EK	16EK	19EK	22EK	24EK	**140**
139	11DP	13DP	15DP	17EP	18DP	18DP	20DP	20EP	17DP	18EP	22EP	22EP	16DP	16EP	20EP	23EP	16EP	19EP	22EP	23EP	**139**
138	11DK	13DK	15DK	16DK	17DK	17DK	20DK	20EK	16DK	18DK	21DK	21EK	16DK	16EK	20EK	22EK	16EK	19EK	22EK	23EK	**138**
137	11CP	13CP	15DP	16DP	17DP	17DP	20DP	20EP	16DP	18DP	21EP	21EP	16DP	16DP	20EP	22EP	16EP	18EP	22EP	23EP	**137**
136	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	21DK	21EK	16DK	15DK	20EK	22EK	15EK	18EK	21EK	22EK	**136**
135	11CP	13CP	14DP	16DP	17DP	17DP	19DP	19DP	16DP	17DP	21DP	20EP	15DP	15DP	19DP	22EP	15DP	18EP	21EP	22EP	**135**
134	11CK	13CK	14DK	16DK	17DK	17DK	19DK	19DK	16DK	17DK	20DK	20DK	15DK	15DK	19DK	21EK	15DK	17EK	21EK	22EK	**134**
133	11CP	12CP	14DP	15DP	17DP	16DP	19DP	19DP	15DP	17DP	20DP	20DP	15DP	15DP	19DP	21EP	15DP	17EP	21EP	22EP	**133**
132	11CK	12CK	14CK	15DK	16DK	16DK	19DK	18DK	15CK	17DK	20DK	20DK	15DK	15DK	19DK	21DK	14DK	17DK	20EK	21EK	**132**
131	11CP	12CP	14CP	15DP	16DP	16DP	18DP	18DP	15CP	16DP	20DP	19DP	15DP	15DP	19DP	21DP	14DP	17DP	20EP	21EP	**131**
130	11CK	12CK	13CK	15DK	16DK	16DK	18DK	18DK	15CK	16DK	19DK	19DK	15CK	15DK	18DK	20DK	14DK	17DK	20EK	21EK	**130**
129	10BP	12CP	13CP	15DP	16CP	16DP	18DP	18DP	15CP	16DP	19DP	19DP	15CP	14DP	18DP	20DP	14DP	16DP	20EP	20EP	**129**
128	10BK	12BK	13CK	15DK	16CK	16DK	18DK	17DK	15CK	16DK	19DK	19DK	14CK	14DK	18DK	20DK	14DK	16DK	20EK	20EK	**128**
127	10BP	12BP	13CP	14DP	16CP	15CP	17CP	17DP	14CP	15DP	19DP	18DP	14DP	14CP	18DP	20DP	13DP	16DP	19EP	20EP	**127**
126	10BK	12BK	13CK	14DK	15CK	15CK	17CK	17DK	14CK	15CK	18DK	18DK	14CK	14DK	17DK	19DK	13DK	16DK	19EK	20EK	**126**
125	10BP	11BP	13CP	14CP	15CP	15CP	17CP	17DP	14CP	15CP	18DP	18DP	14CP	14DP	17DP	19DP	13DP	15DP	19EP	19DP	**125**
124	10AK	11BK	13CK	14CK	15CK	15CK	17CK	17DK	14CK	15CK	18CK	18DK	14CK	14DK	17DK	19DK	13DK	15DK	19EK	19DK	**124**
123	10AP	11BP	12CP	14CP	15CP	15CP	17CP	16DP	14CP	15CP	18CP	17DP	14CP	14DP	17DP	19DP	12DP	15DP	18DP	19DP	**123**
122	10AK	11BK	12CK	14CK	15CK	14CK	16CK	16DK	14CK	14CK	17CK	17DK	14CK	13DK	17DK	18DK	12CK	15DK	18DK	18DK	**122**
121	10AP	11AP	12BP	13CP	15CP	14CP	16CP	16DP	13CP	14CP	17CP	17DP	13CP	13DP	16DP	18DP	12CP	14DP	18DP	18DP	**121**
120	10AK	11AK	12BK	13CK	14CK	14CK	16CK	16CK	13CK	14CK	17CK	16DK	13CK	13CK	16DK	18DK	12CK	14DK	18DK	18DK	**120**
119	10AP	11AP	12BP	13CP	14CP	14CP	16CP	15CP	13CP	14CP	17CP	16DP	13CP	13CP	16CP	18DP	12CP	14DP	18DP	18DP	**119**
118	9AK	11AK	12BK	13CK	14BK	14CK	16CK	15CK	13BK	13CK	16CK	16DK	13CK	13CK	16CK	17DK	11CK	14CK	17DK	17DK	**118**
117	9AP	11AP	12BP	13CP	14BP	14CP	15CP	15CP	13BP	13CP	16CP	16CP	13CP	13CP	16CP	17DP	11CP	13CP	17DP	17DP	**117**
116	9AK	10AK	11BK	12CK	14BK	13CK	15CK	15CK	12BK	13CK	16CK	15CK	13CK	13CK	15CK	17DK	11CK	13CK	17DK	17DK	**116**
115	9AS	10AP	11BP	12CP	14BP	13BP	15CP	14CP	12BP	13CP	16CP	15CP	13CP	12CP	15CP	17DP	11CP	13CP	17DP	16DP	**115**
114	9	10AK	11BK	12CK	13BK	13BK	15CK	14CK	12BK	13CK	15CK	15CK	13BK	12CK	15CK	16DK	10CK	13CK	16DK	16DK	**114**
113	9	10AP	11BP	12BP	13BP	13BP	14CP	14CP	12BP	12CP	15CP	15CP	12BP	12CP	15CP	16CP	10CP	13CP	16DP	16DP	**113**
112	9	10AK	11AK	12BK	13BK	13BK	14CK	14CK	12BK	12BK	15CK	14CK	12BK	12CK	15CK	16CK	10CK	12CK	16DK	16DK	**112**
111	9	10AP	11AP	12BP	13AP	13BP	14CP	14CP	12BP	12BP	15CP	14CP	12BP	12CP	14CP	16CP	10BP	12CP	16DP	15DP	**111**
110	9	10AK	10AK	11BK	13AK	12BK	14BK	13CK	11BK	12BK	14CK	14CK	12BK	12CK	14CK	15CK	9BK	12CK	16DK	15DK	**110**
109	9	10	10AP	11BP	12AP	12BP	14BP	13CP	11BP	11BP	14CP	14CP	12BP	12CP	14CP	15CP	9BP	12BP	15DP	15DP	**109**
108	8	9	10AK	11BK	12AK	12BK	13BK	13CK	11BK	11BK	14CK	13CK	12BK	11CK	14CK	15CK	9BK	11BK	15DK	14CK	**108**
107	8	9	10AP	11BP	12AP	12BP	13BP	13CP	11BP	11BP	14BP	13CP	12BP	11CP	14CP	14CP	9BP	11BP	15DP	14CP	**107**
106	8	9	10AK	11BK	12AK	12AK	13BK	13CK	11BK	11BK	13BK	13CK	11BK	11CK	13CK	14CK	9BK	11BK	15DK	14CK	**106**
105	8	9	10AP	10BP	12AP	11AP	13BP	12CP	11AP	11BP	13BP	12CP	11BP	11CP	13CP	14CP	8AP	11BP	14CP	14CP	**105**
104	8	9	10AK	10AK	12AK	11AK	12BK	12BK	10AK	10BK	13BK	12CK	11BK	11CK	13BK	14CK	8AK	10BK	14CK	13CK	**104**
103	8	9	9AP	10AP	11AP	11AP	12BP	12BP	10AP	10BP	13BP	12CP	11BP	11BP	13BP	13CP	8AP	10BP	14CP	13CP	**103**
102	8	9	9AK	10AK	11AK	11AK	12BK	11BK	10AK	10BK	12BK	12CK	11BK	10BK	12BK	13CK	8AK	10AK	14CK	13CK	**102**
101	8	9	9AP	10AP	11AP	11AP	12AP	11BP	10AP	10BP	12BP	11CP	11BP	10BP	12BP	13BP	7AP	10AP	14CP	12CP	**101**
100	8	9	9AK	10AK	11AK	11AK	12AK	11BK	10AK	9BK	12BK	11CK	11BK	10BK	12BK	13BK	7AK	9AK	13CK	12BK	**100**
99	8	8	9	9AP	11	10AP	11AP	11BP	9AP	9AP	12BP	11BP	10AP	10BP	12BP	12BP	7	9AP	13CP	12BP	**99**
98	8	8	9	9AK	11	10AK	11AK	11BK	9AK	9AK	11BK	11BK	10AK	10BK	12BK	12BK	7	9AK	13CK	12BK	**98**
97	7	8	8	9AP	10	10AP	11AP	10BP	9AP	9AP	11BP	10BP	10AP	10BP	11BP	12BP	7	9AP	13CP	11BP	**97**
96	7	8	8	9AK	10	10AK	11AK	10BK	9AK	9AK	11BK	10BK	10AK	10BK	11BK	12BK	6	8AK	12CK	11BK	**96**
95	7	8	8	9AP	10	10AS	11AP	10BP	9AS	8AP	11BP	10BP	10AP	9BP	11BP	11BP	6	8AS	12CP	11BP	**95**
94	7	8	8	9AK	10	9	10AK	10BK	9	8AK	10AK	10BK	10AK	9BK	11BK	11BK	6	8	12BK	10AK	**94**
93	7	8	8	8AP	10	9	10AP	9AP	8	8AP	10AP	9BP	10AP	9BP	11BP	11BP	6	8	12BP	10AP	**93**
92	7	7	8	8AK	10	9	10AK	9AK	8	8AK	10AK	9BK	9AK	9BK	10BK	11BK	5	7	12BK	10AK	**92**
91	7	7	8	8AP	9	9	10AP	9AP	8	7AP	10AP	9BP	9AP	9BP	10BP	10BP	5	7	11BP	10AP	**91**
90	7	7	7	8AK	9	9	9AK	9AK	8	7AK	9AK	8BK	9AK	9BK	10BK	10BK	5	7	11BK	9AK	**90**
89	7	7	7	8	9	9	9	9AP	8	7	9AP	8BP	9AP	9AP	10BP	10BP	5	7	11BP	9	**89**
88	7	7	7	7	9	8	9	8AK	8	7	8AK	8BK	9AK	8AK	10AK	10BK	5	6	11BK	9	**88**
87	6	7	7	7	9	8	9	8AP	7	7	9AP	8BP	9AP	8AP	9AP	9BP	4	6	10BP	8	**87**
86	6	7	7	7	9	8	9	8AK	7	6	8AK	7BK	9AK	8AK	9AK	9BK	4	6	10AK	8	**86**
85	6	7	7	7	8	8	8	8AP	7	6	8AS	7BP	8AS	8AP	9AP	9BP	4	6	10AP	8	**85**
84	6	7	7	7	8	8	8	7AK	7	6	8	7AK	8	8AK	9AK	9AK	4	0	10AK	0	**84**
83	6	6	6	7	8	7	8	7AP	7	6	8	7AP	8	8AP	9AP	8AP	3	0	10AP	0	**83**
82	6	6	6	6	8	7	8	7AK	6	5	7	6AK	8	8AK	8AK	8AK	3	0	9AK	0	**82**
81	6	6	6	6	8	7	7	7AP	6	5	7	6AP	8	7AP	8AP	8AP	3	0	9AP	0	**81**
80	6	6	6	6	8	7	7	6AK	6	5	7	6AK	8	7AK	8AK	8AK	3	0	9AK	0	**80**
79	6	6	6	6	7	7	7	6	6	5	7	6AP	8	7	8AP	7AP	0	0	9	0	**79**
78	6	6	6	6	7	7	7	6	6	5	6	5AK	8	7	7AK	7AK	0	0	8	0	**78**
77	6	6	5	5	7	6	7	6	6	4	6	5AP	7	7	7AP	7AP	0	0	8	0	**77**
76	5	6	5	5	7	6	6	6	5	4	6	5AK	7	7	7AK	7AK	0	0	8	0	**76**
75	5	5	5	5	7	6	6	5	5	4	6	4AS	7	7	7AS	6AP	0	0	8	0	**75**
74	5	5	5	5	6	6	6	5	5	4	5	4	7	6	7	6AK	0	0	0	0	**74**
73	5	5	5	5	6	6	6	5	5	3	5	4	7	6	6	6AP	0	0	0	0	**73**
72	5	5	5	5	6	6	6	5	5	3	5	4	7	6	6	6AK	0	0	0	0	**72**
71	5	5	5	4	6	5	5	4	5	3	5	3	7	6	6	5AP	0	0	0	0	**71**
70	5	5	4	4	6	5	5	4	4	3	4	3	6	6	6	5AK	0	0	0	0	**70**
69	5	5	4	4	6	5	5	4	4	2	4	3	6	6	6	5	0	0	0	0	**69**
68	5	5	4	4	5	5	5	4	4	2	4	3	6	6	5	5	0	0	0	0	**68**
65-67	4	4	4	3	5	4	4	3	3	2	3	2	6	5	5	4	0	0	0	0	**65-67**
60-64	4	4	3	3	4	4	3	2	3	0	2	0	5	5	4	0	0	0	0	0	**60-64**
55-59	4	3	2	2	4	3	2	1	2	0	0	0	5	4	0	0	0	0	0	0	**55-59**
51-54	3	3	2	1	3	2	1	0	0	0	0	0	4	0	0	0	0	0	0	0	**51-54**
48-50	3	2	1	0	2	1	0	0	0	0	0	0	4	0	0	0	0	0	0	0	**48-50**
45-47	2	2	1	0	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**45-47**
40-44	2	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**40-44**
35-39	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**35-39**
25-34	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**25-34**
05-24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**05-24**

Length: 2.5 – 3 feet
Weight: ca.5 pounds
Fumble Range: 01 – 06 UM

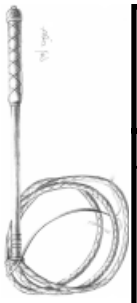
Range Modifiers: —

ALT -29

War Mattock

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	**150**
149	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	34EK	37EK	40EK	42EK	**149**
148	23EK	25EK	27EK	29EK	30EK	30EK	33EK	33EK	30EK	32EK	36EK	36EK	33EK	33EK	38EK	41EK	33EK	36EK	40EK	41EK	**148**
147	23EK	25EK	27EK	28EK	30EK	29EK	32EK	32EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	33EK	36EK	39EK	41EK	**147**
146	23EK	25EK	26EK	28EK	29EK	29EK	32EK	32EK	29EK	31EK	35EK	35EK	32EK	32EK	37EK	40EK	32EK	35EK	39EK	40EK	**146**
145	22EK	24EK	26EK	28EK	29EK	29EK	32EK	31EK	29EK	30EK	34EK	34EK	32EK	32EK	36EK	39EK	32EK	35EK	38EK	40EK	**145**
144	22EK	24EK	26EK	27EK	29EK	28EK	31EK	31EK	28EK	30EK	34EK	34EK	31EK	31EK	36EK	39EK	31EK	34EK	38EK	39EK	**144**
143	22EK	24EK	25EK	27EK	28EK	28EK	31EK	31EK	28EK	29EK	33EK	33EK	31EK	31EK	36EK	38EK	31EK	34EK	38EK	39EK	**143**
142	22EK	24EK	25EK	26EK	28EK	28EK	30EK	30EK	28EK	29EK	33EK	33EK	31EK	31EK	35EK	38EK	30EK	33EK	37EK	38EK	**142**
141	22EK	23EK	25EK	26EK	28EK	27EK	30EK	30EK	27EK	29EK	32EK	33EK	30EK	30EK	35EK	37EK	30EK	33EK	37EK	38EK	**141**
140	21EK	23EK	25EK	26EK	27EK	27EK	30EK	29EK	27EK	28EK	32EK	32EK	30EK	30EK	34EK	37EK	29EK	32EK	36EK	37EK	**140**
139	21DK	23DK	24EK	26EK	27EK	27EK	29EK	29EK	26EK	28EK	31EK	32EK	30EK	30EK	34EK	36EK	29EK	32EK	36EK	37EK	**139**
138	21DK	23DK	24EK	25EK	27EK	26EK	29EK	29EK	26EK	27EK	31EK	31EK	29EK	29EK	33EK	36EK	28EK	31EK	35EK	36EK	**138**
137	21DK	22DK	24EK	25EK	26EK	26EK	28EK	28EK	26DK	27EK	31EK	31EK	29EK	29EK	33EK	35EK	28EK	31EK	35EK	36EK	**137**
136	21DK	22DK	23DK	25EK	26EK	26EK	28EK	28EK	25DK	26EK	30EK	30EK	29EK	28EK	33EK	35EK	27EK	30EK	35EK	35EK	**136**
135	20DK	22DK	23DK	24EK	26DK	25DK	28DK	27EK	25DK	26EK	30EK	30EK	28EK	28EK	32EK	35EK	27EK	30EK	34EK	35EK	**135**
134	20DK	22DK	23DK	24EK	25DK	25DK	27DK	27EK	25DK	26DK	29DK	29EK	28DK	28EK	32EK	34EK	26EK	29EK	34EK	34EK	**134**
133	20DK	21DK	22DK	24DK	25DK	25DK	27DK	26EK	24DK	25DK	29DK	29EK	28DK	27EK	31EK	34EK	26EK	29EK	33EK	33EK	**133**
132	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26EK	24DK	25DK	28DK	29DK	27DK	27EK	31EK	33EK	25EK	28EK	33EK	33EK	**132**
131	20DK	21DK	22DK	23DK	25DK	24DK	26DK	26DK	23DK	24DK	28DK	28DK	27DK	27DK	30EK	33EK	25EK	28EK	32EK	33EK	**131**
130	19CK	21DK	22DK	23DK	24DK	24DK	26DK	25DK	23DK	24DK	27DK	28DK	27DK	26DK	30DK	32EK	24EK	27EK	32EK	32EK	**130**
129	19CK	20CK	21DK	22DK	24DK	23DK	25DK	25DK	23DK	23DK	27DK	27DK	26DK	26DK	30DK	32DK	24DK	27EK	32EK	32EK	**129**
128	19CK	20CK	21DK	22DK	24DK	23DK	25DK	24DK	22DK	23DK	26DK	27DK	26DK	26DK	29DK	31DK	23DK	26DK	31EK	31EK	**128**
127	19CK	20CK	21DK	22DK	23DK	23DK	25DK	24DK	22DK	22DK	26DK	26DK	25DK	25DK	29DK	31DK	23DK	26DK	31EK	30EK	**127**
126	19CK	20CK	20DK	21DK	23DK	22DK	24DK	24DK	22DK	22DK	25DK	26DK	25DK	25DK	28DK	30DK	22DK	25DK	30EK	30EK	**126**
125	18CK	19CK	20DK	21DK	23DK	22DK	24DK	23DK	21DK	22DK	25DK	25DK	25DK	24DK	28DK	30DK	22DK	25DK	30EK	29EK	**125**
124	18CK	19CK	20CK	21DK	22DK	22DK	23DK	23DK	21CK	21DK	25DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	29EK	**124**
123	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	21DK	24DK	25DK	24DK	24DK	27DK	29DK	21DK	24DK	29EK	28EK	**123**
122	18CK	19CK	19CK	20DK	22DK	21DK	23DK	22DK	20CK	20DK	24DK	24DK	24DK	23DK	27DK	29DK	20DK	23DK	29EK	28EK	**122**
121	18CK	18CK	19CK	20DK	21CK	21DK	22DK	21DK	20CK	20DK	23DK	24DK	23DK	23DK	26DK	28DK	20DK	23DK	28DK	27DK	**121**
120	17CK	18CK	19CK	19DK	21CK	20CK	22CK	21DK	19CK	19DK	23DK	23DK	23CK	23DK	26DK	28DK	19DK	22DK	28DK	27DK	**120**
119	17BK	18CK	18CK	19DK	21CK	20CK	21CK	21DK	19CK	19CK	22DK	23DK	23CK	22DK	25DK	27DK	19DK	22DK	27DK	26DK	**119**
118	17BK	18BK	18CK	19DK	20CK	20CK	21CK	20DK	19CK	19CK	22DK	22DK	22CK	22DK	25DK	27DK	18DK	21DK	27DK	26DK	**118**
117	17BK	17BK	18CK	18CK	20CK	19CK	21CK	20DK	18CK	18CK	21CK	22DK	22CK	22DK	24DK	26DK	18DK	21DK	26DK	25DK	**117**
116	17BK	17BK	17CK	18CK	20CK	19CK	20CK	19DK	18CK	18CK	21CK	21DK	22CK	21DK	24DK	26DK	17DK	20DK	26DK	25DK	**116**
115	16AK	17BK	17CK	18CK	19CK	19CK	20CK	19DK	17CK	17CK	20CK	21DK	21CK	21DK	24DK	25DK	17DK	20DK	26DK	24DK	**115**
114	16AK	17BK	17CK	17CK	19CK	18CK	19CK	19DK	17CK	17CK	20CK	21CK	21CK	20DK	23DK	25DK	16DK	19DK	25DK	24DK	**114**
113	16AK	16BK	16CK	17CK	19CK	18CK	19CK	18DK	17CK	16CK	19CK	20CK	21CK	20DK	23DK	24DK	16DK	19DK	25DK	23DK	**113**
112	16AK	16AK	16CK	17CK	19CK	18CK	19CK	18CK	16CK	16CK	19CK	20CK	20CK	20DK	22DK	24DK	15CK	18DK	24DK	23DK	**112**
111	15AK	16AK	16CK	16CK	18CK	17CK	18CK	17CK	16CK	16CK	19CK	19CK	20CK	19CK	22CK	23DK	15CK	18CK	24DK	22DK	**111**
110	15AK	16AK	16BK	16CK	18CK	17CK	18CK	17CK	16CK	15CK	18CK	18CK	20CK	19CK	21CK	23CK	14CK	17CK	23DK	22DK	**110**
109	15AK	15AK	15BK	15CK	18CK	17CK	17CK	16CK	15CK	15CK	18CK	18CK	19CK	19CK	21CK	23CK	14CK	17CK	23DK	21DK	**109**
108	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	15CK	14CK	17CK	18CK	19CK	18CK	21CK	22CK	13CK	16CK	23DK	21DK	**108**
107	15AK	15AK	15BK	15CK	17BK	16CK	17CK	16CK	14BK	14CK	17CK	18CK	18CK	18CK	20CK	22CK	13CK	16CK	22DK	20DK	**107**
106	14	15AK	14BK	14CK	17BK	16BK	16CK	15CK	14BK	13CK	16CK	17CK	18CK	18CK	20CK	21CK	12CK	15CK	22DK	19DK	**106**
105	14	14AK	14BK	14CK	16BK	15BK	16CK	15CK	14BK	13CK	16CK	17CK	18CK	17CK	19CK	21CK	12CK	15CK	21DK	19DK	**105**
104	14	14AK	14BK	14CK	16BK	15BK	16CK	14CK	13BK	12CK	15CK	16CK	17CK	17CK	19CK	20CK	11CK	14CK	21DK	18DK	**104**
103	14	14AK	13BK	13CK	16AK	15BK	15CK	14CK	13BK	12CK	15CK	16CK	17CK	16CK	19CK	20CK	11CK	14CK	20DK	18CK	**103**
102	14	14AK	13AK	13BK	15AK	14BK	15BK	14CK	13BK	12BK	14CK	15CK	17CK	16CK	18CK	19CK	10CK	13CK	20DK	17CK	**102**
101	13	13	13AK	13BK	15AK	14BK	14BK	13CK	12BK	11BK	14CK	15CK	16BK	16CK	18CK	19CK	10CK	13CK	20CK	17CK	**101**
100	13	13	13AK	12BK	15AK	14BK	14BK	13CK	12BK	11BK	14CK	14CK	16BK	15CK	17CK	18CK	9CK	12CK	19CK	16CK	**100**
99	13	13	12AK	12BK	14AK	13AK	14BK	12CK	11BK	10BK	13CK	14CK	16BK	15CK	17CK	18CK	9CK	12BK	19CK	16CK	**99**
98	13	13	12AK	12BK	14AK	13AK	13BK	12CK	11BK	10BK	13CK	14CK	15BK	15CK	16CK	17CK	8CK	11BK	18CK	15CK	**98**
97	13	12	12AK	11BK	14AK	13AK	13BK	11CK	11BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	8BK	11BK	18CK	15CK	**97**
96	12	12	11AK	11BK	13AK	12AK	12BK	11CK	10BK	9BK	12BK	13CK	15BK	14CK	16CK	17CK	7BK	10BK	17CK	14CK	**96**
95	12	12	11AK	11BK	13AK	12AK	12AK	11CK	10AK	9BK	11BK	12BK	14BK	14CK	15CK	16BK	7BK	10BK	17CK	14CK	**95**
94	12	12	11AK	10AK	13	12AK	12AK	10BK	10AK	8BK	11BK	12BK	14BK	13CK	15BK	16BK	6BK	9BK	17CK	13CK	**94**
93	12	11	10AK	10AK	13	11AK	11AK	10BK	9AK	8BK	10BK	11BK	14BK	13CK	14BK	15BK	6AK	9AK	16CK	13CK	**93**
92	12	11	10AK	10AK	12	11AK	11AK	9BK	9AK	7BK	10BK	11BK	13BK	12CK	14BK	15BK	5AK	8AK	16CK	12BK	**92**
91	11	11	10	9AK	12	11AK	10AK	9BK	8AK	7AK	9BK	10BK	13BK	12BK	13BK	14BK	5AK	8AK	15CK	12BK	**91**
90	11	11	10	9AK	12	10AK	10AK	9BK	8AK	6AK	9BK	10BK	13BK	12BK	13BK	14BK	4AK	7AK	15CK	11BK	**90**
89	11	10	9	9AK	11	10	10AK	8BK	8AK	6AK	8BK	10BK	12BK	11BK	13BK	13BK	4	7	14CK	11BK	**89**
88	11	10	9	8AK	11	10	9AK	8BK	7AK	6AK	8BK	9BK	12BK	11BK	12BK	13BK	0	0	14CK	10AK	**88**
87	11	10	9	8AK	11	9	9AK	7BK	7AK	5AK	8BK	9BK	11AK	11BK	12BK	12BK	0	0	14BK	10AK	**87**
86	10	10	8	8AK	10	9	9AK	7BK	7AK	5AK	7AK	8BK	11AK	10BK	11BK	12BK	0	0	13BK	9	**86**
85	10	9	8	7AK	10	9	8AK	6AK	6AK	4AK	7AK	8BK	11AK	10BK	11BK	11BK	0	0	13BK	0	**85**
84	10	9	8	7AK	10	8	8	6AK	6	4AK	6AK	7BK	10AK	10BK	10BK	11BK	0	0	12BK	0	**84**
83	10	9	7	7AK	9	8	7	6AK	5	3AK	6AK	7AK	10AK	9BK	10BK	11AK	0	0	12BK	0	**83**
82	10	9	7	6AK	9	8	7	5AK	5	3	5AK	6AK	10AK	9BK	10BK	10AK	0	0	11BK	0	**82**
81	9	8	7	6	9	7	7	5AK	5	0	5AK	6AK	9AK	8BK	9AK	10AK	0	0	11AK	0	**81**
80	9	8	7	6	8	7	6	4AK	4	0	4AK	6AK	9AK	8BK	9AK	9AK	0	0	11AK	0	**80**
79	9	8	6	5	8	7	6	4AK	4	0	4AK	5AK	9AK	8AK	8AK	9AK	0	0	10AK	0	**79**
78	9	8	6	5	8	6	5	4AK	4	0	3AK	5AK	8AK	7AK	8AK	8AK	0	0	10AK	0	**78**
77	8	7	6	5	7	6	5	3AK	3	0	3	4AK	8AK	7AK	7AK	8AK	0	0	9AK	0	**77**
76	8	7	5	4	7	6	5	3AK	3	0	0	4AK	8	7AK	7AK	7AK	0	0	9	0	**76**
75	8	7	5	4	7	5	4	2AK	0	0	0	3AK	7	6AK	7AK	7AK	0	0	0	0	**75**
74	8	6	5	4	7	5	4	2	0	0	0	3	7	6AK	6AK	6AK	0	0	0	0	**74**
73	8	6	4	3	6	5	3	0	0	0	0	0	7	6AK	6AK	6AK	0	0	0	0	**73**
72	7	6	4	3	6	4	3	0	0	0	0	0	6	5AK	5AK	5AK	0	0	0	0	**72**
71	7	6	4	3	6	4	3	0	0	0	0	0	6	5	5	5	0	0	0	0	**71**
70	7	6	4	2	5	4	2	0	0	0	0	0	6	0	0	0	0	0	0	0	**70**
69	7	5	3	2	5	3	2	0	0	0	0	0	5	0	0	0	0	0	0	0	**69**
68	7	5	3	0	5	3	0	0	0	0	0	0	5	0	0	0	0	0	0	0	**68**
67	6	5	3	0	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**67**
66	6	5	2	0	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**66**
65	6	4	2	0	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**65**
64	6	4	2	0	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**64**
52-63	5	4	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**52-63**
59-61	5	3	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**59-61**
54-58	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**54-58**
48-53	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**48-53**
44-47	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**44-47**
07-43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**07-43**



Length: ca.3 feet **Range Modifiers:** —
Weight: ca. .5 pounds
Fumble Range: 01 – 06 UM

ALT -30
Whip
One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
150	2AK	4CK	6DK	8EK	8DK	8EK	11EK	11EK	7EK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	**150**
149	2	4BK	6CK	8EK	8CK	8DK	11DK	11EK	7EG	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	**149**
148	2	4AK	6CG	8DK	8CK	8DK	11DK	11EK	7EK	9EG	13EG	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	**148**
147	2	4AK	6CK	8DK	8CK	8CK	11CK	11DK	7DK	9EK	13EK	13EK	10EK	10EK	15EK	18EK	19EK	22EK	25EK	27EK	**147**
146	2	4AG	6BK	8CK	8BK	8CK	11CK	11DK	7DG	9DK	13DK	13EK	10EG	10EK	15EK	18EK	19EK	22EK	25EK	27EK	**146**
145	2	4AK	6BK	8CK	8BK	8CK	11CK	11DG	7DK	9DK	13DK	13EG	10EK	10EG	15EK	18EK	19EK	22EK	25EK	26EK	**145**
144	2	4	6BG	8CK	8BK	8CG	11CK	11DK	7CK	9DG	13DK	13EK	10DK	10EK	15EG	18EK	18EG	21EK	24EK	26EK	**144**
143	2	4	6BK	8CG	8BK	8CK	11CK	11CK	7CK	9DK	13DK	13DK	10DK	10DK	15EK	17EK	18EK	21EK	24EK	26EK	**143**
142	2	4	6AK	8CK	8AK	8BK	11CG	11CK	7CK	9CK	13DG	12DK	10DK	10DK	15DK	17EG	18DK	21EG	24EK	26EK	**142**
141	2	4	6AK	8BK	8AK	8BK	11CK	11CK	7CK	9CK	12DK	12DK	10DK	10DK	14DK	17EK	18DK	21EK	24EK	25EK	**141**
140	2	4	6AK	8BK	8AK	8BK	11BK	10CK	7CK	9CK	12CK	12DK	10DG	10DK	14DK	17DK	18DK	21DK	24EK	25EK	**140**
139	2	4	6AK	8BK	8AK	8BG	10BK	10CK	7CK	9CK	12CK	12DK	10DK	10DK	14DK	17DK	17DK	20DK	23EK	25EK	**139**
138	2	4	6AK	8BK	8AK	8BK	10BK	10CK	7CK	8CK	12CK	12DK	10CK	10DK	14DK	17DK	17DK	20DK	23EK	25EG	**138**
137	2	4	6AK	8BG	8AK	8AK	10BK	10CG	7CK	8CK	12CK	12DG	10CK	10DK	14DK	16DK	17DG	20DK	23EK	24EK	**137**
136	2	4	6AG	7BK	8AG	8AK	10BG	10CK	7CK	8CK	12CK	12DK	10CK	9DG	14DK	16DK	17DK	20DK	23EG	24DK	**136**
135	2	4	6AK	7AK	8AK	7AK	10BK	10BK	7CG	8CK	12CK	12CK	9CK	9DK	14DG	16DK	17CK	20DK	23EK	24DK	**135**
134	2	4	6	7AK	7	7AK	10AK	10BK	7CK	8CK	12CK	11CK	9CK	9CK	14DK	16DK	17CK	19DG	22DK	24DK	**134**
133	2	4	6	7AK	7	7AK	10AK	10BK	7BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19DK	22DK	24DK	**133**
132	2	4	6	7AK	7	7AK	10AK	10BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	16DK	16CK	19CK	22DK	23DK	**132**
131	2	4	6	7AK	7	7AG	10AK	10BK	6BK	8CG	11CK	11CK	9CK	9CK	13CK	15DG	16CK	19CK	22DK	23DK	**131**
130	2	4	5	7AK	7	7AK	10AK	9BK	6BK	8CK	11CK	11CK	9CK	9CK	13CK	15DK	16CK	19CK	22DK	23DK	**130**
129	2	4	5	7AK	7	7	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	16CK	18CK	22DK	23DG	**129**
128	2	4	5	7AK	7	7	9AK	9BG	6BK	8BK	11CG	11CK	9CK	9CK	13CK	15CK	15CK	18CK	21DK	22DK	**128**
127	2	4	5	7AK	7	7	9AK	9BK	6BK	8BK	11CK	11CK	9CK	9CK	13CK	15CK	15CK	18CK	21DK	22CK	**127**
126	2	4	5	7AG	7	7	9AG	9AK	6BK	7BK	11BK	10CK	9CG	9CK	13CK	15CK	15CG	18CK	21DK	22CK	**126**
125	2	4	5	7AK	7	7	9AK	9AK	6BK	7BK	11BK	10CK	9CK	9CK	12CK	15CK	15CK	18CK	21DG	22CK	**125**
124	2	4	5	7	7	7	9	9AK	6BG	7BK	10BK	10CK	9BK	9CK	12CK	14CK	15BK	17CK	21DK	21CK	**124**
123	2	4	5	7	7	7	9	9AK	6BK	7BK	10BK	10CK	9BK	9CK	12CK	14CK	14BK	17CG	20CK	21CK	**123**
122	2	4	5	6	7	7	9	9AK	6AK	7BK	10BK	10CG	9BK	8CK	12CK	14CK	14BK	17CK	20CK	21CK	**122**
121	2	4	5	6	7	6	9	8AK	6AK	7BK	10BK	10CK	8BK	8CK	12CK	14CK	14BK	17BK	20CK	21CK	**121**
120	2	4	5	6	7	6	9	8AK	6AK	7BG	10BK	10BK	8BK	8CG	12CG	14CK	14BK	17BK	20CK	21CK	**120**
119	2	4	5	6	6	6	8	8AK	6AK	7BK	10BK	10BK	8BK	8CK	12CK	14CK	14BK	16BK	20CK	20CK	**119**
118	2	3	5	6	6	6	8	8AK	6AK	7AK	10BK	9BK	8BK	8BK	12BK	13CK	14BK	16BK	19CK	20CG	**118**
117	2	3	5	6	6	6	8	8AK	6AK	7AK	10BK	9BK	8BK	8BK	11BK	13CG	13BG	16BK	19CK	20CK	**117**
116	2	3	5	6	6	6	8	8AG	6AK	7AK	9BK	9BK	8BK	8BK	11BK	13CK	13BK	16BK	19CK	20BK	**116**
115	2	3	5	6	6	6	8	8AK	6AK	7AK	9BG	9BK	8BK	8BK	11BK	13BK	13AK	16BK	19CK	19BK	**115**
114	2	3	5	6	6	6	8	8	5AK	6AK	9BK	9BK	8BK	8BK	11BK	13BK	13AK	15BK	19CK	19BK	**114**
113	2	3	5	6	6	6	8	8	5AK	6AK	9AK	9BK	8BK	8BK	11BK	13BK	13AK	15BG	19CK	19BK	**113**
112	2	3	5	6	6	6	8	8	5AK	6AK	9AK	9BK	8BG	8BK	11BK	12BK	12AK	15BK	18CG	19BK	**112**
111	2	3	4	6	6	6	8	7	5AG	6AK	9AK	9BK	8BK	8BK	11BK	12BK	12AK	15AK	18CK	18BK	**111**
110	2	3	4	6	6	6	8	7	5AK	6AK	9AK	8BK	8AK	8BK	11BK	12BK	12AK	15AK	18BK	18BK	**110**
109	2	3	4	6	6	6	7	7	5	6AK	9AK	8BK	8AK	8BK	10BK	12BK	12AK	14AK	18BK	18BK	**109**
108	2	3	4	5	6	6	7	7	5	6AK	9AK	8BK	8AK	7BK	10BK	12BK	12AK	14AK	18BK	18BG	**108**
107	2	3	4	5	6	6	7	7	5	6AK	8AK	8BG	8AK	7BK	10BK	12BK	11AK	14AK	17BK	17BK	**107**
106	2	3	4	5	6	5	7	7	5	6AG	8AK	8BK	7AK	7BG	10BK	12BK	11AK	14AK	17BK	17AK	**106**
105	2	3	4	5	6	5	7	7	5	6AK	8AK	8AK	7AK	7BK	10BK	11BK	11AK	14AK	17BK	17AK	**105**
104	2	3	4	5	5	5	7	7	5	6	8AK	8AK	7AK	7AK	10BG	11BK	11AK	13AK	17BK	17AK	**104**
103	2	3	4	5	5	5	7	7	5	6	8AK	8AK	7AK	7AK	10BK	11BK	11	13AK	17BK	17AK	**103**
102	2	3	4	5	5	5	7	7	5	5	8AK	7AK	7AK	7AK	10AK	11BK	11	13AK	16BK	16AK	**102**
101	2	3	4	5	5	5	7	6	5	5	8AG	7AK	7AK	7AK	9AK	11BK	10	13AK	16BK	16AK	**101**
100	2	3	4	5	5	5	7	6	5	5	8AK	7AK	7AK	7AK	9AK	11BG	10	13AG	16BG	16AK	**100**
99	2	3	4	5	5	5	6	6	5	5	7	7AK	7AK	7AK	9AK	10BK	10	12AK	16BK	16AK	**99**
98	2	3	4	5	5	5	6	6	5	5	7	7AK	7AK	7AK	9AK	10AK	10	12	16AK	15AK	**98**
97	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AK	10AK	10	12	16AK	15AK	**97**
96	2	3	4	5	5	5	6	6	4	5	7	7AK	7AG	7AK	9AK	10AK	9	12	15AK	15AK	**96**
95	2	3	4	5	5	5	6	6	4	5	7	7AK	7AK	7AK	9AK	10AK	9	12	15AK	15AG	**95**
94	2	3	4	4	5	5	6	6	4	5	7	6AK	7	6AK	9AK	10AK	9	11	15AK	14AK	**94**
93	2	3	4	4	5	5	6	6	4	5	7	6AK	7	6AK	9AK	9AK	9	11	15AK	14	**93**
92	2	3	3	4	5	4	6	5	4	5	7	6AK	6	6AK	8AK	9AK	9	11	15AK	14	**92**
91	2	3	3	4	5	4	6	5	4	5	6	6AG	6	6AG	8AK	9AK	8	11	14AK	14	**91**
90	2	3	3	4	5	4	6	5	4	4	6	6AK	6	6AK	8AK	9AK	8	11	14AK	14	**90**
89	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	**89**
88	2	3	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	**88**
87	2	2	3	4	4	4	5	5	4	4	6	6	6	6	8AK	9AK	8	10	14AK	13	**87**
86	2	2	3	4	4	4	5	5	4	4	6	5	6	6	8AG	8AK	8	10	13AK	13	**86**
85	2	2	3	4	4	4	5	5	4	4	6	5	6	6	8AK	8AK	7	10	13AG	12	**85**
84	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AK	7	9	13AK	12	**84**
83	2	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8AK	7	9	13	12	**83**
82	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AK	7	9	13	12	**82**
81	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8AG	7	9	13	11	**81**
80	1	2	3	3	4	4	5	4	4	4	5	5	6	5	7	7AK	6	9	12	11	**80**
79	1	2	3	3	4	4	4	4	3	4	5	5	6	5	7	7	6	8	12	11	**79**
78	1	2	3	3	4	4	4	4	3	3	5	4	6	5	7	7	6	8	12	11	**78**
77	1	2	3	3	4	3	4	4	3	3	5	4	5	5	7	7	6	8	12	11	**77**
76	1	2	3	3	4	3	4	4	3	3	5	4	5	5	6	7	6	8	12	11	**76**
75	1	2	3	3	4	3	4	4	3	3	5	4	5	5	6	7	5	8	11	10	**75**
74	1	2	3	3	3	3	4	4	3	3	4	4	5	5	6	6	5	7	11	10	**74**
73	1	2	3	3	3	3	4	4	3	3	4	4	5	5	6	6	5	7	11	10	**73**
72	1	2	2	3	3	3	4	3	3	3	4	4	5	5	6	6	5	7	11	9	**72**
71	1	2	2	3	3	3	4	3	3	3	4	4	5	5	6	6	5	7	11	9	**71**
70	1	2	2	3	3	3	4	3	3	3	4	3	5	5	6	6	5	7	10	9	**70**
69	1	2	2	3	3	3	3	3	3	3	4	3	5	5	6	6	4	6	10	9	**69**
65-68	1	2	2	2	3	3	3	3	3	2	4	3	5	5	5	5	4	6	10	8	**65-68**
60-64	1	2	2	2	3	2	3	2	3	2	3	2	4	4	5	5	3	0	9	0	**60-64**
55-59	1	2	2	2	2	2	2	2	2	2	2	2	4	4	4	4	0	0	8	0	**55-59**
50-54	1	1	1	1	2	2	2	1	2	0	2	0	4	3	3	3	0	0	0	0	**50-54**
45-49	1	1	1	1	2	1	1	1	2	0	0	0	3	3	3	0	0	0	0	0	**45-49**
40-44	1	1	1	1	1	1	1	0	0	0	0	0	3	3	0	0	0	0	0	0	**40-44**
35-39	1	1	1	0	1	1	0	0	0	0	0	0	3	0	0	0	0	0	0	0	**35-39**
30-34	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**30-34**
25-29	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**25-29**
15-24	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**15-24**
07-14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	**07-14**

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	55-57
58-60	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	2	58-60
61-63	0	0	1	1	0	0	0	1	0	0	0	1	0	0	0	0	0	0	2	3AT	61-63
64-66	0	0	1	2	0	0	1	1	0	0	0	2	0	0	0	1	0	0	3AT	4BT	64-66
67-69	0	0	2	3	0	1	1	2	0	0	1	3	0	0	0	1	0	1	4BT	5CT	67-69
70-72	0	0	2	3	1	1	2	3	0	0	1	4	0	0	0	2	0	1	5CT	6DT	70-72
73-75	0	0	3	4	1	2	3	4	0	0	2	5	0	0	1	3AT	0	2	6DT	7AS	73-75
76-78	0	1	4	5	2	2	3	4	0	1	3	5	0	0	2	4BT	1	3	7AS	8AS	76-78
79-81	0	1	4	5	2	3	4	5	0	1	4	6	0	1	3AT	5CT	1	4AT	7AS	9AS	79-81
82-84	0	2	5	6	3	3	5	6AT	1	2	4	7AT	1	1	4BT	6DT	2	5BT	8AS	10AS	82-84
85-87	1	2	6	7AT	3	4	6	7BT	1	2	5	8BT	1	2AT	5CT	7AS	3	6CT	9AS	10AS	85-87
88-90	1	3	6	8BT	4	5	6	7CT	2	3	6	9CT	2AT	3BT	6DT	8AS	4AT	6DT	10AS	11AS	88-90
91-93	2	3	7	8CT	5	5	7	8DT	2	4	7AT	9DT	3BT	4CT	7AS	9AS	5BT	7AS	11AS	12BS	91-93
94-96	2	4	8AT	9DT	5	6	8AT	9AS	3	4	8BT	10AS	4CT	5DT	8AS	10AS	6CT	8AS	12BS	13BS	94-96
97-99	3	5	8BT	10AS	6AT	6AT	8BT	10AS	3	5AT	8CT	11AS	4DT	5AK	9AK	11AS	6DT	9AS	13BS	14BS	97-99
100-102	3	5AT	9CT	10AS	6BT	7BT	9CT	10AS	4AT	6BT	9DT	12AS	5AS	6AS	10AS	12BS	7AS	10AS	14BS	15BS	100-102
103-105	4AT	6BT	10DT	11AS	7CT	8CT	10DT	11AS	5BT	6CT	10AS	13AS	6AK	7AK	11AK	13BS	8AS	11AS	14BK	16BK	103-105
	Maximum Results for Small Attacks																				
106-108	5BT	6CT	10AS	12AS	7DT	8DT	11AS	12AS	5CT	7DT	11AS	13AS	7AS	8AS	12BS	14BS	9AS	12BS	15CS	17CS	106-108
109-111	5CT	7DT	11AK	12AS	8AK	9AK	11AK	13BS	6DT	7AK	11AK	14BS	7AK	9AK	13BK	15BK	10AS	12BS	16CK	18CK	109-111
112-114	6DT	8AS	12AS	13BS	9AS	9AS	12AS	13BS	6AK	8AS	12AS	15BS	8BS	10BS	14BS	16CS	11AS	13BS	17CK	19CS	112-114
115-117	6AK	8AK	12AK	14BK	9AK	10AK	13AK	14BK	7AK	9AK	13BK	16BK	9BK	10BK	15BK	17CK	11AK	14BK	18CK	20DK	115-117
118-120	7AK	9AS	13AS	15BS	10AS	11AS	13BS	15CS	8AS	9AS	14BS	17CS	10BS	11BS	16CS	18CS	12BS	15CS	19DS	20DS	118-120
	Maximum Results for Medium Attacks																				
121-123	7AK	9AK	14BK	15CK	10AK	11AK	14BK	16CK	8AK	10BK	15BK	17CK	11BK	12BK	17CK	19CK	13BK	16CK	20DK	21DK	121-123
124-126	8AK	10BS	14BS	16CS	11BS	12BS	15BS	16CS	9AS	11BS	15CS	18CS	11CS	13CS	18CS	20CS	14BS	17CS	21DS	22DS	124-126
127-129	9AK	10BK	15BK	17CK	11BK	12BK	16CK	17CK	9BK	11BK	16CK	19CK	12CK	14CK	19CK	21DK	15CK	18CK	21DK	23DK	127-129
130-132	9BS	11BS	16CS	17CS	12BS	13BS	16CS	18DS	10BS	12CS	17CS	20DS	13CS	15CS	20DS	22DS	16CS	18DS	22ES	24ES	130-132
133-135	10BK	12CK	16CK	18DK	13CK	14CK	17CK	19DK	11BK	12CK	18DK	21DK	14CK	15CK	21DK	23DK	16CK	19DK	23EK	25EK	133-135
	Maximum Results for Large Attacks																				
136-138	10BS	12CS	17CS	19DS	13CS	14CS	18DS	19DS	11CS	13CS	18DS	21DS	14DS	16DS	22DS	24ES	17DS	20DS	24ES	26ES	136-138
139-141	11CK	13CK	18DK	19DK	14CK	15CK	18DK	20EK	12CK	14DK	19DK	22EK	15DK	17DK	23EK	25EK	18DK	21EK	25EK	27EK	139-141
142-144	11CS	13DS	18DS	20ES	14DS	15DS	19DS	21ES	12DS	14DS	20ES	23ES	16ES	18ES	24ES	26ES	19ES	22ES	26ES	28ES	142-144
145-147	12DK	14DK	19EK	21EK	15DK	16DK	20EK	22EK	13DK	15EK	21EK	24EK	17EK	19EK	25EK	27EK	20EK	23EK	27EK	29EK	145-147
148-150	13ES	15ES	20ES	22FS	16ES	17ES	21ES	23FS	13ES	16ES	22ES	25FS	18ES	20ES	26ES	28FS	21ES	24ES	28FS	30FS	148-150
	Maximum Results for Huge Attacks																				

CLT-01
Beak Pincher

Note: *An F-severity critical result indicates an E-critical roll on the Slash Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.*

Note: *Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a critical strike result on this table.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

CLT-02
Bite

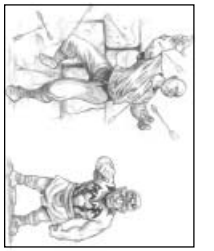
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3AT	55-57
58-60	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	1	0	0	3	5AT	58-60
61-63	0	0	0	1	0	0	0	0	0	0	0	2	0	0	1	2	0	0	4AT	6BT	61-63
64-66	0	0	0	2	0	0	0	1	0	0	0	3	0	0	2	3	0	1	6BT	7CT	64-66
67-69	0	0	1	3	0	0	1	2	0	0	0	4	1	1	3	5AT	1	2	7CT	9DT	67-69
70-72	0	0	1	4	0	0	2	3	0	0	0	5	2	2	4AT	6AT	2	3	8DT	10ET	70-72
73-75	0	0	2	5	0	0	3	4	0	0	1	7	3AT	3	6AT	7BT	3	4	10ET	11AS	73-75
76-78	0	0	3	6	0	1	4	5	0	0	2	8	4BT	4AT	7BT	9CT	4	5AT	11AP	13AP	76-78
79-81	0	0	4	7	1	1	5	6	0	1	3	9AT	5CT	5BT	8CT	10DT	5	7BT	12AS	14AS	79-81
82-84	0	1	5	8	1	2	6	7AT	0	2	4AT	10BT	6DT	6CT	9DT	11ET	6	8CT	14AP	15AP	82-84
85-87	0	2	6	9AT	2	3	7AT	9AT	0	3	5BT	11CT	7ET	7DT	11ET	13AS	7AT	9DT	15AS	17BS	85-87
88-90	0	3	7AT	10BT	3AT	4AT	8AT	10AT	1	4	7CT	13DT	8AP	8ET	12AS	14AP	8BT	10ET	16AP	18BP	88-90
91-93	0	4	8BT	11CT	4AT	5AT	9BT	11BT	1	5AT	8DT	14ET	9AP	9AP	13AP	16AS	9CT	11AP	18BS	19BS	91-93
94-96	1	5AT	9CT	12DT	5BT	6AT	10CT	12CT	2AT	6BT	9ET	15AP	10AP	10AP	15AS	17AP	10DT	13AS	19BP	21BP	94-96
97-99	1AT	6AT	9DT	13ET	6CT	7BT	11DT	13DT	3AT	7CT	10AP	16AS	11AP	11AP	16AP	18BS	11ET	14AP	20BS	22BS	97-99
100-102	2AT	7BT	10ET	14AP	7DT	8CT	12ET	14ET	4AT	8DT	12AS	17AP	12AP	12AP	17BS	20BP	12AP	15BS	22BP	23BP	100-102
103-105	3BT	8CT	11AP	15AS	8ET	8DT	13AP	15AP	5BT	9ET	13AP	19AS	13BP	13BP	18BP	21BS	13AS	16BP	23BS	25BS	103-105
	Maximum Results for Small Attacks																				
106-108	4CT	9DT	12AS	16AP	9AP	9ET	14AS	17BS	6CT	10AP	14AS	20BP	14BP	14BP	20BS	22CP	14AP	18BS	24BP	26CP	106-108
109-111	5DT	10ET	13AP	17AS	10AP	10AP	15AP	18BP	7DT	11AP	15BP	21BS	16BP	16BP	21BP	24CS	15AS	19BP	25CS	27CS	109-111
112-114	6ET	11AP	14BS	18BP	11AP	11AP	16BS	19BS	8ET	12AP	17BS	22BP	17BS	17BS	22CS	25CP	16BP	20CS	27CP	29DP	112-114
115-117	6AP	12AP	15BP	19BS	11AP	12AP	17BP	20CP	9AP	13AP	18BP	23CS	18CP	18CP	23CP	26CS	17BS	21CP	28DS	30DS	115-117
118-120	7AP	13AP	16BS	20BP	12BS	13BS	18BS	21CS	10AP	14BP	19CS	25CP	19CS	19CS	25CS	28DP	18BP	22CS	29DP	31DP	118-120
	Maximum Results for Medium Attacks																				
121-123	8AP	14BP	17BP	21CS	13BP	14BP	19BP	22CP	11AP	15BS	20CP	26CS	20CP	20CP	26CP	29DS	19CS	24CP	31DS	33DS	121-123
124-126	9AP	15BS	17CS	22CP	14BS	15BS	20CS	23CS	12BP	16BP	22CS	27CP	21CS	21CS	27DS	31DP	20CP	25DS	32DP	34EP	124-126
127-129	10BP	16BP	18CP	23CS	15BP	15BP	21CP	25DP	13BP	17BS	23DP	28DS	22DP	22CP	29DP	32DS	21CS	26DP	33ES	35ES	127-129
130-132	11BS	17BS	19CS	24DP	16CS	16CS	22CS	26DS	14BS	18CP	24DS	29DP	23DS	23DS	30DS	33EP	22DP	27DS	35EP	37EP	130-132
133-135	11BP	18CP	20CP	25DS	17CP	17CP	23CP	27DP	15BP	19CS	25DP	31DS	24DP	24DP	31DP	35ES	23DS	28DP	36ES	38ES	133-135
	Maximum Results for Large Attacks																				
136-138	12BS	19CS	21CS	26DP	18CS	18CS	24CS	28DS	16CS	20CP	27DS	32DP	25DS	25DS	32ES	36EP	24DP	30ES	37EP	39EP	136-138
139-141	13CP	20CP	22DP	27ES	19CP	19CP	25DP	29EP	17CP	21CS	28EP	33ES	26EP	26EP	34EP	37ES	25ES	31EP	39ES	41ES	139-141
142-144	14CK	21DK	23DK	28EP	20DK	20DK	26DK	30EK	18CK	22DP	29EK	34EP	27EK	27EK	35EK	39EP	26EP	32EK	40EP	42EP	142-144
145-147	15DS	22DS	24ES	29ES	21DS	21DS	27ES	31ES	19DS	23DS	30ES	35ES	28ES	28ES	36ES	40ES	27ES	33ES	41ES	43ES	145-147
148-150	16EP	23EP	25EP	30FP	22EP	22EP	28EP	33FP	20EP	25EP	32EP	37FP	29EP	29EP	38EP	42FP	29EP	35EP	43FP	45FP	148-150
	Maximum Results for Huge Attacks																				

Note: *An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.*

Note: *Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a critical result on this table.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	37-39
40-42	0	1	0	0	1	0	0	0	0	0	0	0	3	2	2	0	0	0	0	0	40-42
43-45	1	1	1	0	2	1	1	0	1	0	0	0	3	3	3	2	0	0	0	0	43-45
46-48	1	1	1	1	2	1	1	0	1	0	0	0	3	3	3	2	0	0	0	0	46-48
49-51	1	2	1	1	2	2	1	1	1	0	1	0	4	3	3	2	0	0	4	0	49-51
52-54	1	2	1	2	2	2	2	1	2	0	2	0	4	4	3	3	0	0	4	0	52-54
55-57	2	2	2	2	2	2	2	2	2	1	2	1	4	4	4	3	1	0	5	0	55-57
58-60	2	2	2	2	2	2	2	2	2	2	2	2	5	4	4	4	2	0	5	0	58-60
61-63	2	2	2	2	3	2	3	2	2	2	3	2	5	5	5	4	2	3	5	4	61-63
64-66	2	2	2	2	3	3	3	2	3	2	3	2	5	5	5	5	3	3	6	5	64-66
67-69	2	2	2	2	3	3	3	3	3	2	3	3	6	5	5	5	3	4	6	5	67-69
70-72	2	3	3	3	3	3	3	3	3	3	4	3	6	5	6	6A	3	4	7	5	70-72
73-75	2	3	3	3	4	3	4	3	3	3	4	4A	6	6	6	6A	4	5	7A	6	73-75
76-78	2	3	3	3	4	4	4	4A	4	3	4	4A	6	6	7A	7A	4	5	8A	7	76-78
79-81	3	3	3	3A	4	4	4	4A	4	4	5	4A	7	6A	7A	7A	5	6	8A	7	79-81
82-84	3	3	3	4A	4	4	4	4A	4	4	5A	5A	7	7A	7A	8A	5	6	8A	8A	82-84
85-87	3	3	4	4A	4	4	5A	4A	5	4	5A	5A	7A	7A	8A	8A	6	7	9A	8A	85-87
88-90	3	3	4	4A	5	4	5A	5A	5	5A	6A	5A	8A	7A	8A	9A	6	7A	9A	9A	88-90
91-93	3	4	4A	4A	5	5A	5A	5A	5A	5A	6A	6A	8A	8A	9A	9B	6A	8A	10B	9A	91-93
94-96	3	4	4A	4A	5A	5A	6A	5A	5A	5A	7A	6B	8A	8A	9B	9B	7A	8A	10B	10A	94-96
97-99	3	4	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	8B	9B	10B	7A	8A	11B	10A	97-99
100-102	3	4A	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	9B	10B	10B	8A	9A	11B	11B	100-102
103-105	4A	4A	5A	5A	6A	6A	6B	6B	6A	6A	8B	7B	9B	9B	10B	11B	8A	9B	11B	11B	103-105
	Maximum Results for Small Attacks																				
106-108	4A	4A	5A	5B	6A	6A	7B	6B	6A	7B	8B	8B	10B	9B	11B	11B	9A	10B	12C	12B	106-108
109-111	4A	5A	5A	6B	6A	6A	7B	7B	7A	7B	8B	8B	10B	10B	11B	12C	9B	10B	12C	12B	109-111
112-114	4A	5A	5A	6B	6A	6B	7B	7B	7B	7B	9B	8C	10B	10C	11C	12C	10B	11B	13C	13C	112-114
115-117	4A	5A	5A	6B	7B	6B	7B	7C	7B	7B	9B	9C	10B	10C	12C	13C	10B	11B	13C	13C	115-117
118-120	4A	5A	6A	6B	7B	7B	8C	8C	7B	8B	9C	9C	11B	11C	12C	13C	10B	12C	14C	14C	118-120
	Maximum Results for Medium Attacks																				
121-123	4A	5A	6B	6C	7B	7B	8C	8C	8B	8B	10C	10C	11C	11C	13C	14C	11C	12C	14D	14C	121-123
124-126	4A	5A	6B	7C	7B	7C	8C	8C	8B	8C	10C	10C	11C	11C	13C	14C	11C	13C	14D	15D	124-126
127-129	5A	5A	6B	7C	7C	7C	9C	8C	8C	9C	10C	10C	12C	12C	14C	15D	12C	13C	15D	15D	127-129
130-132	5A	6A	6B	7C	8C	8C	9C	9C	8C	9C	11C	11D	12C	12D	14D	15D	12C	14D	15D	16D	130-132
133-135	5B	6B	7C	7D	8C	8C	9D	9D	9C	9C	11C	11D	12C	12D	14D	16D	13C	14D	16D	16D	133-135
	Maximum Results for Large Attacks																				
136-138	5B	6B	7C	8D	8C	8C	9D	9D	9C	10C	11D	11D	13D	13D	15D	16D	13D	14D	16E	17E	136-138
139-141	5B	6B	7C	8D	8D	8D	10E	10D	9C	10D	12D	12D	13D	13D	15E	16E	14D	15D	17E	17E	139-141
142-144	5C	6C	7D	8E	8D	8D	10E	10E	9D	10D	12D	12E	13D	13E	16E	17E	14D	15E	17E	18E	142-144
145-147	5C	6C	7D	8E	9D	9D	10E	10E	10D	11E	13E	13E	14E	14E	16E	17E	14E	16E	17E	18E	145-147
148-150	5D	6D	7D	8E	9D	9D	10E	10E	10E	11E	13E	13E	14E	14E	16E	18E	15E	16E	18E	19E	148-150
	Maximum Results for Huge Attacks																				



Note: *Small attacks are objects smaller than a mug (e.g., fists, serving spoon, etc.). Medium attacks are objects the size of a mug (e.g., mugs, bottles, etc.). Large attacks are objects the size of a chair (e.g., chairs, table legs, etc.). Huge attacks are objects that require extraordinary strength to heft (e.g., large table, a person, etc.).*

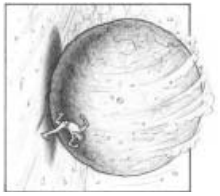
Critical Strikes: *Criticals for Brawling attacks should use the critical strike table most suited to the Brawling weapon being used.*

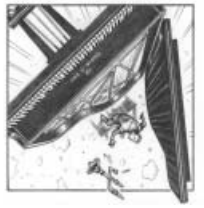
CLT-04 Claw Talon

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	3	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	1	3	4AT	52-54
55-57	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	2	0	1	4AT	4AT	55-57
58-60	0	0	0	1	0	0	0	1	0	0	0	2	0	0	1	3	0	2	4BT	5BT	58-60
61-63	0	0	1	2	0	0	1	1	0	0	1	2	0	0	1	3	1	2	5CT	6CT	61-63
64-66	0	0	1	2	0	0	1	2	0	0	1	3	0	0	2	4	1	3	6DT	6DT	64-66
67-69	0	0	2	3	0	1	2	2	0	0	2	3	1	1	3	5AT	2	4	6ET	7ET	67-69
70-72	0	0	2	3	1	1	2	3	0	1	2	4	1	1	3	5AT	2	4	7AS	8AS	70-72
73-75	0	1	3	4	1	1	3	4	0	1	3	5	2	2	4AT	6BT	3	5AT	8AS	8AS	73-75
76-78	0	1	3	4	2	2	3	4	1	2	3	5AT	2	2	5AT	7CT	4	6BT	8AS	9AS	76-78
79-81	0	1	4	5	2	2	4	5AT	1	2	4	6BT	3	3AT	5BT	7DT	4	6CT	9AS	10AS	79-81
82-84	0	2	4	5AT	3	3	4	5AT	1	3	5	6CT	3AT	3BT	6CT	8ET	5	7DT	9AS	10AS	82-84
85-87	1	2	5	6BT	3	3	5	6AT	2	3	5AT	7DT	4BT	4CT	7DT	9AS	5AT	7ET	10BS	11AS	85-87
88-90	1	3	5	7CT	4	4	5AT	7BT	2	4	6BT	8ET	4CT	4DT	7ET	9AS	6BT	8AS	11BS	12BS	88-90
91-93	1	3	6AT	7DT	4	4	6AT	7CT	3	4	6CT	8AS	5DT	5ET	8AS	10AS	7CT	9AS	11BS	12BS	91-93
94-96	2	4AT	6BT	8ET	5	5	7BT	8DT	3	5AT	7DT	9AS	5ET	5AS	9AS	11AS	7DT	9AS	12BS	13BS	94-96
97-99	2	4AT	7CT	8AS	5AT	5AT	7CT	8ET	4	5BT	8ET	9AS	6AS	6AS	9AS	11BS	8ET	10AS	13BS	13BS	97-99
100-102	13	5BT	7DT	9AS	6AT	6AT	8DT	9AS	4AT	6CT	8AS	10BS	6AS	6AS	10AS	12BS	9AS	11BS	13BS	14BS	100-102
103-105	3AT	5CT	8ET	9AS	6BT	6AT	8ET	10BS	5AT	6DT	9AP	11BS	7AS	7BS	11BS	13BS	9AS	11BS	14BS	15BP	103-105
	Maximum Results for Small Attacks																				
106-108	4AT	6DT	8AP	10AS	7CT	7BT	9AS	10BS	5AT	7ET	9AS	11BS	7AS	7BS	11BS	13CS	10AS	12BS	15BP	15CS	106-108
109-111	4BT	6ET	9AS	10AS	7DT	7CT	9AP	11BS	6BT	8AP	10AP	12CS	8AS	8BS	12BS	14CS	10AS	12BS	15CS	16CP	109-111
112-114	4CT	7AS	9AP	11BS	8ET	8DT	10BS	11CP	6CT	8AS	10AS	12CS	8BS	8BS	13CS	15CP	11BS	13CS	16CP	17DS	112-114
115-117	5DT	7AP	10BS	11BS	8AP	8ET	10BP	12CS	6DT	9AP	11BP	13CP	9BS	9CS	13CP	15CS	12BS	14CP	16DS	17DP	115-117
118-120	5ET	8BS	10BP	12BS	9AP	9AP	11BS	13CP	7ET	9BS	12BS	14CS	9BS	9CP	14CS	16DP	12BS	14CS	17DP	18DS	118-120
	Maximum Results for Medium Attacks																				
121-123	6AP	8BP	11BS	13CP	9AP	9BP	12BP	13CS	7AP	10BP	12BP	14DP	10CP	10CS	15CP	17DS	13CP	15CP	18DS	19EP	121-123
124-126	6AP	9BS	11BP	13CS	10AP	10BP	12CS	14DP	8BP	10BS	13CS	15DS	10CS	10CP	15DS	17DP	14CS	16DS	18EP	19ES	124-126
127-129	7BP	9BP	12CS	14CP	10BP	10BP	13CP	14DS	8BP	11BP	13CP	15DP	11CP	11CS	16DP	18DS	14CP	16DP	19ES	20EP	127-129
130-132	7BS	10CS	12CP	14DS	11BP	11BS	13CS	15DP	9BS	11CS	14CS	16DS	11CS	11DP	17DS	19EP	15DS	17DS	20EP	21ES	130-132
133-135	7BP	10CP	13CS	15DP	11BP	11CP	14CP	16DK	9BP	12CP	15DP	17DP	12DP	12DS	17DP	19ES	15DP	17DP	20ES	21EP	133-135
	Maximum Results for Large Attacks																				
136-138	8BS	11CS	13CP	15DS	12BS	12CS	14CS	16ES	10CS	12CS	15DS	17ES	12DS	12DP	18ES	20EP	16DS	18ES	21EP	22ES	136-138
139-141	8CP	11CP	14CS	16EP	12CP	12CP	15DP	17EP	10CP	13CP	16DP	18EP	13DP	13ES	19EP	21ES	17EP	19EP	22ES	23EP	139-141
142-144	9CK	12DK	14DP	16EK	13CK	13CK	15DK	17EK	11CK	13DK	16EK	18EK	13EK	13EP	19EK	21EP	17EK	19EK	22EP	23EK	142-144
145-147	9DS	12DS	15DS	17ES	13CS	13DS	16ES	18ES	11DS	14DS	17ES	19ES	14ES	14ES	20ES	22ES	18ES	20ES	23ES	24ES	145-147
148-150	10EP	13EP	15EP	18FP	14DP	14DP	17EP	19FP	12EP	15EP	18EP	20FP	15EP	15EP	21EP	23FP	19EP	21EP	24FP	24FP	148-150
	Maximum Results for Huge Attacks																				

Note: *An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.*
Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2AK	34-36
37-39	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	2AK	0	1	3AK	3AK	37-39
40-42	0	0	0	0	0	0	1	2	0	0	0	1	0	1	2AK	3AK	1	2	4AK	4AK	40-42
43-45	0	0	0	1	0	1	2	3	0	0	1	2	1	2AK	3AK	4AK	2	3AK	5AK	6AK	43-45
46-48	0	0	1	1	1	1	3	4	0	0	1	3	1AK	3AK	4AK	5AK	3	4AK	7AK	7AK	46-48
49-51	0	0	1	2	1	2	4	5AK	0	0	2	4	2AK	4AK	5AK	7AK	4AK	5AK	8AK	8AK	49-51
52-54	0	0	2	3	2	3	5	6AK	0	1	3	5AK	3AK	5AK	6AK	8AK	5AK	6AK	9AK	9AK	52-54
55-57	0	0	3	4	3	4	6AK	7AK	0	1	4	6AK	4AK	6AK	7AK	9AK	6AK	8AK	10AK	11AK	55-57
58-60	0	1	4	5	4	5AK	7AK	9AK	0	2	5AK	7AK	5AK	7AK	8AK	10AK	7AK	9AK	11AK	12AK	58-60
61-63	0	1	5	6AK	5AK	6AK	8AK	10AK	1	3	6AK	8AK	6AK	8AK	10AK	11AK	8AK	10AK	13AK	13AK	61-63
64-66	0	2	6	7AK	6AK	7AK	9AK	11AK	1	4	7AK	9AK	7AK	9AK	11AK	13AK	9AK	11AK	14AK	14AK	64-66
67-69	0	3	6AK	8AK	7AK	8AK	10AK	12AK	2	5AK	8AK	10AK	8AK	10AK	12AK	14AK	10AK	12AK	15AK	16AK	67-69
70-72	1	4	7AK	9AK	8AK	9AK	11AK	13AK	3	6AK	9AK	11AK	8AK	11AK	13AK	15AK	11AK	14AK	16AK	17AK	70-72
73-75	1	5AK	8AK	10AK	8AK	10AK	12AK	14AK	4	7AK	10AK	12AK	9AK	12AK	14AK	16AK	12AK	15AK	17AK	18AK	73-75
76-78	2	5AK	9AK	11AK	9AK	11AK	13AK	16AK	5AK	8AK	11AK	13AK	10AK	13AK	15AK	17BK	14AK	16AK	19BK	19BK	76-78
79-81	3	6AK	10AK	12AK	10AK	12AK	14AK	17AK	6AK	9AK	12AK	14AK	11AK	14AK	16BK	19BK	15AK	17AK	20BK	21BK	79-81
82-84	3AK	7AK	11AK	13AK	11AK	13AK	15AK	18BK	7AK	10AK	13AK	15BK	12AK	15BK	18BK	20BK	16BK	18BK	21BK	22BK	82-84
85-87	4AK	8AK	12AK	14AK	12AK	14AK	16AK	19BK	8AK	11AK	14AK	16BK	13AK	16BK	19BK	21BK	17BK	20BK	22BK	23CK	85-87
88-90	5AK	9AK	12AK	15AK	13AK	15AK	17AK	20BK	9AK	12AK	15AK	17BK	14BK	17BK	20BK	22CK	18BK	21BK	23CK	24CK	88-90
91-93	6AK	9AK	13AK	16AK	14AK	16AK	18BK	21BK	9AK	13AK	16BK	18CK	15BK	18BK	21CK	24CK	19BK	22BK	25CK	26CK	91-93
94-96	6AK	10AK	14AK	17BK	15AK	17BK	20BK	23CK	10AK	14AK	17BK	20CK	16BK	19BK	22CK	25CK	20BK	23CK	26CK	27CK	94-96
97-99	7AK	11AK	15AK	18BK	16BK	17BK	21BK	24CK	11AK	15AK	17BK	21CK	16BK	20CK	23CK	26CK	21CK	24CK	27CK	28CK	97-99
100-102	8AK	12AK	16BK	19BK	16BK	18BK	22BK	25CK	12AK	16AK	18BK	22CK	17BK	21CK	24CK	27CK	22CK	25CK	28CK	29CK	100-102
103-105	9AK	13AK	17BK	20BK	17BK	19BK	23BK	26CK	13AK	16BK	19CK	23CK	18CK	22CK	25CK	28CK	23CK	27CK	29CK	31CK	103-105
	Maximum Results for Falls of 1'-10' and Small Attacks																				
106-108	9AK	13BK	18BK	21CK	18BK	20BK	24CK	27CK	14AK	17BK	20CK	24DK	18CK	23CK	27DK	30DK	24CK	28DK	31DK	32DK	106-108
109-111	10AK	14BK	18BK	22CK	19BK	21BK	25CK	28DK	15AK	18BK	21CK	25DK	20CK	24CK	28DK	31DK	25CK	29DK	32DK	33DK	109-111
112-114	11AK	15BK	19BK	23CK	20BK	22CK	26CK	30DK	16BK	19BK	22CK	26DK	21CK	25CK	29DK	32DK	27DK	30DK	33DK	34DK	112-114
115-117	11BK	16BK	20CK	24CK	21CK	23CK	27CK	31DK	17BK	20BK	23DK	27DK	22CK	26CK	30DK	33DK	28DK	31DK	34DK	36DK	115-117
118-120	12BK	17BK	21CK	25DK	22CK	24CK	28CK	32DK	18BK	21BK	24DK	28DK	23DK	27DK	31DK	34DK	29DK	33DK	35DK	37DK	118-120
	Maximum Results for Falls of 11'-50' and Medium Attacks																				
121-123	13BK	17CK	22CK	26DK	23CK	25CK	29CK	33DK	18BK	22CK	25DK	29DK	24DK	28DK	32DK	36DK	30DK	34DK	37DK	38EK	121-123
124-126	14BK	18CK	23CK	27DK	23CK	26CK	30CK	34DK	19BK	23CK	26DK	30DK	24DK	29DK	33DK	37EK	31DK	35DK	38EK	39EK	124-126
127-129	14BK	19CK	24CK	28DK	24CK	27CK	31CK	35DK	20CK	24CK	27DK	31EK	25DK	30DK	35EK	38EK	32DK	36EK	39EK	41EK	127-129
130-132	15CK	20CK	24CK	29DK	25CK	28DK	32DK	37EK	21CK	25CK	28DK	32EK	26DK	31DK	36EK	39EK	33EK	37EK	40EK	42EK	130-132
133-135	16CK	21CK	25DK	30EK	26DK	29DK	33DK	38EK	22CK	26CK	29EK	33EK	27EK	32EK	37EK	40EK	34EK	39EK	41EK	43EK	133-135
	Maximum Results for Falls of 51'-100' and Large Attacks																				
136-138	17CK	21DK	26DK	31EK	27DK	30DK	34DK	39EK	23CK	27DK	30EK	34EK	28EK	33EK	38EK	42EK	35EK	40EK	43EK	44EK	136-138
139-141	17DK	22DK	27DK	32EK	28DK	31DK	35DK	40EK	24DK	28DK	31EK	35EK	29EK	34EK	39EK	43EK	36EK	41EK	44EK	46EK	139-141
142-144	18DK	23DK	28EK	33EK	29EK	32EK	36EK	41EK	25DK	29DK	32EK	36EK	30EK	35EK	40EK	44EK	37EK	42EK	45EK	47EK	142-144
145-147	19EK	24EK	29EK	34EK	30EK	33EK	37EK	42EK	26EK	30EK	33EK	37FK	31EK	36EK	41EK	45EK	38EK	43EK	46EK	48EK	145-147
148-150	20FK	25FK	30FK	35FK	31FK	34FK	39FK	44FK	27FK	31FK	34FK	39FK	32FK	38FK	43FK	47FK	40FK	45FK	48FK	50FK	148-150
	Maximum Results for Falls over 100' and Huge Attacks																				

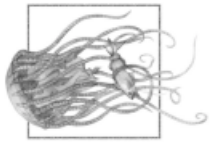


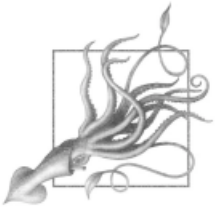


Note: *For falls, add **1** to the roll for each foot fallen (other factors may modify this).*

Note: *An F-severity critical result indicates an E-critical roll and a C-critical roll (both Krush criticals).*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*





CLT-06 Grapple Grasp Envelope Swallow

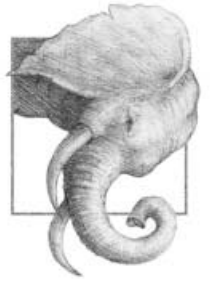
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1AG	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	1AG	1	0	0	1AG	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	64-66
67-69	1AG	1AG	1	1	1AG	1AG	0	0	1AG	1	0	0	1	1	0	0	0	0	0	0	67-69
70-72	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1	0	0	1AG	1	0	0	0	0	0	0	70-72
73-75	1AG	1AG	1AG	1	2AG	1AG	1	1	1AG	1AG	1	1	2AG	1AG	1	0	0	0	0	0	73-75
76-78	1AG	1AG	2AG	2AG	2AG	2AG	1AG	1	1AG	1AG	1	1	2AG	2AG	1	0	0	0	1	0	76-78
79-81	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	2AG	1AG	2	2AG	2AG	1	1	0	0	1	0	79-81
82-84	1AG	2AG	2AG	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	3AG	3AG	2	1	0	0	2AG	1	82-84
85-87	1AG	2AG	3AG	3AG	3AG	3AG	2AG	3AG	2AG	2AG	2AG	3AG	3AG	3AG	2AG	2	0	0	2AG	1	85-87
88-90	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	3AG	3AG	3AG	3AG	3AG	2	1AG	1	3AG	2	88-90
91-93	2BG	2AG	3AG	4AG	3AG	3AG	3AG	4AG	2AG	3AG	3AG	4AG	4AG	4AG	3AG	3	1AG	1	3AG	2	91-93
94-96	2BG	3AG	4AG	4AG	4AG	4AG	4AG	4AG	2AG	3AG	4AG	4AG	4AG	4AG	4AG	4	1AG	2AG	4AG	3	94-96
97-99	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	2AG	3AG	4AG	5AG	4AG	5AG	4AG	4AG	2AG	2AG	5AG	4	97-99
100-102	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	3AG	3AG	4AG	5AG	5AG	5AG	5AG	5AG	2AG	3AG	4AG	4	100-102
103-105	2BG	3BG	5BG	5BG	4BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	5BG	5BG	5AG	5AG	3AG	4AG	6AG	5AG	103-105
	Maximum Results for Small Attacks																				
106-108	2CG	4BG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6BG	6BG	6AG	6AG	3AG	4AG	6AG	6AG	106-108
109-111	2CG	4BG	5BG	6BG	5BG	5BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	6BG	6AG	7AG	4AG	5AG	7AG	6AG	109-111
112-114	2CG	4BG	6BG	7BG	5BG	6BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	7BG	7AG	7AG	4AG	5AG	8AG	7AG	112-114
115-117	2CG	4CG	6CG	7CG	5CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7BG	8BG	5BG	6AG	8BG	8AG	115-117
118-120	2CG	4CG	6CG	7CG	6CG	6CG	7CG	8CG	4CG	5CG	7CG	8BG	7CG	7CG	8BG	8BG	5BG	7BG	9BG	8AG	118-120
	Maximum Results for Medium Attacks																				
121-123	3DG	5CG	7CG	8CG	6CG	7CG	7CG	8CG	4CG	5CG	8CG	9BG	7CG	8CG	8BG	9BG	6BG	7BG	9BG	9AG	121-123
124-126	3DG	5CG	7CG	8CG	6CG	7CG	7CG	9CG	4CG	5CG	8CG	9CG	8CG	8CG	9CG	10CG	6CG	8CG	10CG	9AG	124-126
127-129	3DG	5DG	7DG	9DG	7DG	7DG	8DG	9DG	4DG	6DG	8DG	10CG	8DG	9DG	9CG	10CG	7CG	8CG	10CG	10BG	127-129
130-132	3DG	5DG	8DG	9DG	7DG	8DG	8DG	10DG	4DG	6DG	9DG	10CG	8DG	9DG	10CG	11CG	7CG	9CG	11CG	11BG	130-132
133-135	3DG	5DG	8DG	9DG	7DG	8DG	9DG	10DG	5DG	6DG	9DG	11DG	9DG	9DG	10DG	11DG	8DG	10DG	12DG	11CG	133-135
	Maximum Results for Large Attacks																				
136-138	3EG	6DG	8DG	10DG	7DG	8DG	9DG	11DG	5DG	6DG	10DG	11DG	9DG	10DG	11DG	11DG	8DG	10DG	12DG	12CG	136-138
139-141	3EG	6EG	9EG	10EG	8EG	9EG	9EG	11EG	5EG	7EG	10EG	12DG	9EG	10EG	11DG	13DG	9DG	11DG	13DG	13DG	139-141
142-144	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	12EG	10EG	11EG	12EG	13EG	9EG	11EG	13EG	13DG	142-144
145-147	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	13EG	10EG	11EG	12EG	14EG	10EG	12EG	14EG	14EG	145-147
148-150	4EG	7EG	10EG	12FG	9EG	10EG	11EG	13FG	6EG	8EG	12EG	14FG	11EG	12EG	13EG	14FG	11EG	13EG	15FG	15FG	148-150
	Maximum Results for Huge Attacks																				

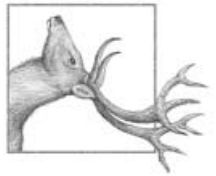
Note: *An F-severity critical indicates an E-critical roll and a C-critical roll (both Grapple criticals).*

Note: *For each consecutive round that a creature obtains a critical strike on the same target (on this table), the creature obtains an additional +10 against that target.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	3AT	55-57
58-60	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	2	0	1	3	4BT	58-60
61-63	0	0	0	1	0	0	0	0	0	0	0	1	0	0	1	3	0	2	4AT	5CT	61-63
64-66	0	0	0	2	0	0	0	1	0	0	0	2	0	0	2	4AT	0	3	5BT	6DT	64-66
67-69	0	0	1	3	0	0	1	1	0	0	1	3	0	0	3	5BT	1	4	6CT	7AP	67-69
70-72	0	0	1	4	0	0	1	2	0	0	1	4	1	0	4AT	6CT	2	5	7DT	8AP	70-72
73-75	0	0	2	5	1	1	2	3	0	0	2	5AT	1	1	5BT	7DT	3	6AT	8AP	9AP	73-75
76-78	0	0	2	6	1	1	3	4	0	1	3	6BT	2	1	6CT	8AP	4	7BT	9AP	10AP	76-78
79-81	0	1	4	6	2	2	4	5AT	0	1	4	7CT	3	2AT	7DT	9AP	5AT	8CT	10AP	11AP	79-81
82-84	0	1	5	7	3	3	5	6BT	1	2	5AT	8DT	4AT	3BT	8AP	10AP	6BT	9DT	11AP	12AP	82-84
85-87	0	2	5	8	4	4	6AT	7CT	1	3AT	6BT	9AP	5BT	4CT	9AP	11AP	7CT	10AP	12AP	13AP	85-87
88-90	1	3	6AT	9AT	5	5	6BT	8DT	2	4BT	7CT	10AP	5CT	5DT	10AP	12AP	8DT	11AP	13AP	14AP	88-90
91-93	1	4AT	7BT	10BT	6	6	7CT	9AP	3AT	5CT	8DT	11AP	6DT	6AP	11AP	13AP	9AP	12AP	14AP	15BP	91-93
94-96	2	5BT	8CT	11CT	6AT	6AT	8DT	10AP	4BT	6DT	9AP	12AP	7AP	7AP	12AP	14AP	10AP	13AP	15BP	16BP	94-96
97-99	3	5CT	9DT	11DT	7BT	7BT	9AP	11AP	5CT	7AP	9AP	13AP	8AP	8AP	13AP	15BP	11AP	14AP	16BP	17BP	97-99
100-102	4AT	6DT	9AP	12AP	8CT	8CT	10AP	12AP	6DT	8AP	10AP	14BP	9AP	9BP	14BP	16BP	12AP	15AP	17BP	18BP	100-102
103-105	5BT	7AU	10AP	13AP	9DT	9DT	11AP	13BP	7AP	9AP	11AP	15BP	9AP	10AP	15BP	17BP	13AP	16AP	18BP	19BP	103-105
	Maximum Results for Small Attacks																				
106-108	6CT	8AK	11AP	14AP	10AP	10AP	12AP	14AP	7AP	10AP	12AP	16BP	10AP	11BP	16BP	18CP	14AP	17BP	19BP	20CP	106-108
109-111	6DT	9AP	12AP	15AP	11AP	11AP	12AP	14BP	8AP	11AP	13BP	17CP	11AP	12BP	17BP	19CP	15AP	18BP	20CP	21DP	109-111
112-114	7AU	10AU	13AP	16BP	11AP	11AP	13BP	15CP	9AP	12AP	14BP	18CP	12BP	13BP	18CP	20CP	16BP	19BP	21CP	22DP	112-114
115-117	8AK	10AK	14AK	16BK	12AP	12AP	14BP	16CP	10AP	12BP	15BP	19CP	13BP	14BP	19CP	21CP	17BP	20CP	22DP	23DP	115-117
118-120	9AP	11BP	14BP	17BP	13AP	13AP	15BP	17CP	11BP	13BP	16CP	20CP	13BP	15CP	20CP	22DP	18CP	21CP	23DP	24DK	118-120
	Maximum Results for Medium Attacks																				
121-123	10AU	12BU	15BK	18CK	14AP	14BP	16BP	18CP	12BP	14BP	17CP	21DK	14CP	16CP	21CK	23DK	19CK	22CK	24DP	25DP	121-123
124-126	11AK	13BK	16BP	19CP	15BP	15BP	17CP	19DP	13BP	15BP	17CP	22DP	15CP	17CP	22DP	24DP	20DP	23DP	25DK	26EK	124-126
127-129	12AP	14BP	17CK	20CK	16BP	16BP	18CK	20DK	13BP	16CK	18DK	23DK	16CK	18CK	23DK	25DK	21DK	24DK	26EP	27EP	127-129
130-132	12BU	15CU	18CP	21DP	16BK	16CK	18CP	21DP	14CP	17CP	19DP	24DP	17DP	19DP	24DP	26EP	22DP	25DP	27EU	28EU	130-132
133-135	13BK	15CK	18CK	21DK	17CK	17CP	19CK	22DK	15CK	18CK	20DK	25DK	17DK	20DK	25DK	27EK	23DK	26DK	28EK	29EK	133-135
	Maximum Results for Large Attacks																				
136-138	14BP	16CP	19CP	22DP	18CK	18CK	20CP	23EP	16CP	19DP	21DP	26EP	18DP	21DP	26EP	28EP	24EP	27EP	29EP	30EP	136-138
139-141	15CU	17DU	20DU	23EU	19CP	19DP	21DU	24EU	17DU	20DU	22EU	27EU	19EU	22EU	27EU	29EU	25EU	28EU	30EU	31EU	139-141
142-144	16CK	18DK	21DK	24EK	20DK	20DK	22DK	25EK	18DK	21DK	23EK	28EK	20EK	23EK	28EK	30EK	26EK	29EK	31EK	32EK	142-144
145-147	17DP	19EP	22EP	25EP	21DP	21DP	23EP	26EP	19EP	22EP	24EP	29EP	21EP	24EP	29EP	31EP	27EP	30EP	32EP	33EP	145-147
148-150	18EU	20EU	23EU	26FU	22EU	22EU	24EU	27FU	20EU	23EU	25EU	30FU	22EU	25EU	30EU	33FU	29EU	31EU	34FU	35FU	148-150
	Maximum Results for Huge Attacks																				





CLT-07
Horn
Tusk

Note: *An F-severity critical result indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Unbalance Critical Strike Table.*

Note: *If the attacking creature is "charging," it obtains a* ***+ 20*** *on this table in addition to its other bonuses.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	43-45
46-48	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	1	0	1	2	2	46-48
49-51	0	0	0	0	0	1	1	1	0	0	0	1	0	1	1A	2	1	1	2	3	49-51
52-54	0	0	0	1	0	1	1	2	0	0	1	1	1	1	2A	2	1	2	3	3	52-54
55-57	0	0	1	1	1	1	2	2	0	0	1	2	1	2	2A	3	2	2	4	4A	55-57
58-60	0	0	1	2	1	2	2	3	0	0	2	2	2	2	3A	4A	2	3	4A	5A	58-60
61-63	0	0	1	2	1	2	3	4	0	1	2	3	2	3	4A	4A	3	4	5A	5A	61-63
64-66	0	0	2	3	2	3	3	4	0	1	3	3	3	3A	4A	5A	3	4A	6A	6A	64-66
67-69	0	1	2	3	2	3	4	5	0	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	67-69
70-72	0	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	5A	7A	7A	70-72
73-75	0	1	3	4	3	4	5	6A	1	2	4	5A	4A	5A	6A	7A	5A	6A	8A	8A	73-75
76-78	0	2	4	5	4	5	6A	7A	1	3	5	5A	5A	5A	7A	8A	6A	7A	8A	9A	76-78
79-81	1	2	4	5	4	5A	6A	7A	2	3	5A	6A	5A	6A	7B	8A	6A	6A	9A	9A	79-81
82-84	1	3	5	6A	5A	6A	7A	8A	2	4	6A	7A	6A	7A	8B	9A	7A	8A	9A	10A	82-84
85-87	1	3	5	6A	5A	6A	7A	9A	3	4	6A	7A	6A	7A	9B	10A	7A	9A	10A	11A	85-87
88-90	2	4	5A	7A	6A	7A	8A	9A	3	5A	7A	8A	7A	8A	9B	10A	8A	9A	11A	11A	88-90
91-93	2	4	6A	7A	6A	7A	9A	10A	4	5A	7A	8A	7B	8B	10B	11B	9A	10B	11B	12B	91-93
94-96	2	5A	6A	8A	7A	8A	9A	10A	4	6A	8A	9A	8B	9B	10B	12B	9A	10B	12B	13B	94-96
97-99	3	5A	7A	8A	7A	8A	10A	11A	5A	6A	8A	9A	8B	9B	11C	12B	10A	11B	13B	13B	97-99
100-102	3	5A	7A	9A	8A	9A	10A	12A	5A	7A	9A	10A	9B	10B	12C	13B	10A	12B	13B	14B	100-102
103-105	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9B	10B	9B	10B	12C	14B	11B	12B	14B	15B	103-105
	Maximum Results for Small Attacks																				
106-108	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	15C	106-108
109-111	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	109-111
112-114	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	112-114
115-117	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	115-117
118-120	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	118-120
	Maximum Results for Medium Attacks																				
121-123	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	121-123
124-126	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	124-126
127-129	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	127-129
130-132	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	130-132
133-135	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	133-135
	Maximum Results for Large Attacks																				
136-138	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	136-138
139-141	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	139-141
142-144	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	142-144
145-147	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	145-147
148-150	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	148-150
	Maximum Results for Huge Attacks																				

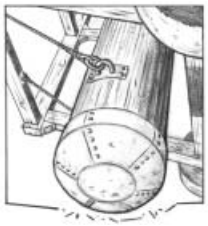
Note: *All critical results are rolled on the Martial Arts Striking Critical Table.*

Note: *Bare hands attacks by non-martial artists are Rank 1 attacks.*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	1A	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	1A	1A	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1A	1A	1A	1	1A	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	61-63
64-66	1A	1A	1A	1A	1A	1A	1	0	1	1	0	0	1	0	0	0	0	0	0	0	64-66
67-69	1A	1A	1A	1A	1A	1A	1	1	1A	1	0	0	1A	1	0	0	0	0	0	0	67-69
70-72	1A	1A	1A	2A	2A	1A	1A	1	1A	1A	1	0	1A	1	0	0	0	0	0	0	70-72
73-75	1A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	1	2A	1A	1	0	0	0	0	0	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1	2A	2A	1	1	0	0	0	0	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	1A	2A	2A	1A	2A	2A	1A	1	0	0	0	0	79-81
82-84	2A	2A	2A	3A	3A	2A	2A	2A	1A	2A	2A	2A	3A	2A	2A	1A	0	0	0	0	82-84
85-87	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	2A	3A	3A	2A	2A	0	0	0	0	85-87
88-90	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2A	1	0	1	0	88-90
91-93	2B	3B	3B	3B	3B	3B	3A	3A	2B	2A	3A	3A	4B	3A	3A	3A	1	1	1A	0	91-93
94-96	2B	3B	3B	4B	3B	3B	3A	4A	2B	3A	3A	3A	4B	4A	3A	3A	1A	1	2A	1	94-96
97-99	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	4B	4A	4A	4A	2A	1A	2A	1	97-99
100-102	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	5B	4A	4A	4A	2A	2A	3A	2A	100-102
103-105	2B	3B	4B	5B	4B	4B	4B	5B	2B	3B	4B	5B	5B	5B	5B	5B	3A	2A	3A	2A	103-105
	Maximum Results for Degree 1 Attacks																				
106-108	2C	3C	4C	5C	4C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	4A	3A	106-108
109-111	2C	3C	4C	5C	5C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	6B	3A	3A	4A	4A	109-111
112-114	2C	4C	5C	5C	5C	5C	5B	6B	3C	4B	5B	6B	6C	6B	6B	6B	4A	4A	5A	4A	112-114
115-117	3C	4C	5C	6C	5C	5C	5C	6C	3C	4C	6C	6C	6C	6C	6C	6C	4B	4B	5B	5B	115-117
118-120	3C	4C	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	7C	7C	5B	5B	6B	5B	118-120
	Maximum Results for Degree 2 Attacks																				
121-123	3D	4D	5D	6D	5D	5D	6C	7C	3D	5C	6C	7C	7D	7C	7C	7C	5B	5B	7B	6B	121-123
124-126	3D	4D	6D	6D	6D	6D	6C	7C	3D	5C	7C	7C	7D	7C	7C	8C	5C	6C	7C	7C	124-126
127-129	3D	4D	6D	7D	6D	6D	7D	7D	4D	5D	7D	8D	7D	7D	8D	8D	6C	6C	8C	7C	127-129
130-132	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	7D	8D	8D	8D	8D	9D	6C	7C	8C	8C	130-132
133-135	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	9D	9D	7D	7D	9D	8D	133-135
	Maximum Results for Degree 3 Attacks																				
136-138	3E	5E	7E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	9D	10D	7D	8D	9D	9D	136-138
139-141	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	9E	10E	7D	8D	10D	10D	139-141
142-144	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E	142-144
145-147	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E	145-147
148-150	4E	6E	8E	9E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E	148-150
	Maximum Results for Degree 4 Attacks																				

Note: *All critical results are rolled on the Martial Arts Sweeps Critical Table.* **Note:** *Bare hands attacks by non-martial artists are Rank 1 attacks.*

Note: *Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (both with a maximum result of 105).*



CLT-10

Ram
Butt
Bash
Knockdown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	1	1	49-51
52-54	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	1	0	0	1	2	52-54
55-57	0	0	0	1	0	0	0	1	0	0	1	2	0	0	1	2	0	1	2	2	55-57
58-60	0	0	0	2	0	0	0	1	0	0	1	2	0	0	1	2	0	1	2	3	58-60
61-63	0	0	1	2	0	0	1	2	0	0	1	3	1	1	2	3	1	1	3	3	61-63
64-66	0	1	1	3	1	1	1	2	0	0	2	3	1	1	2	3	1	2	3	4	64-66
67-69	1AU	1	1	3	1	1	2	3	0	1	2	4	1	1	3	4	1	2	4	4	67-69
70-72	1AU	1AU	2	4	1AU	1	2	3	1	1	3	4	2	2	3	4	2	3	4	5	70-72
73-75	1AU	2AU	2AU	4	2AU	2AU	3	4	1AU	1	3	5	2	2	4	5	2	3	5	6	73-75
76-78	2AU	2AU	3AU	5AU	2AU	2AU	3	4	1AU	2AU	4	5	3AU	3	4	5	3	4	5	6	76-78
79-81	2AU	2AU	3AU	5AU	3AU	3AU	4AU	5	2AU	2AU	4	6	3AU	3	5	6	3	4	6	7	79-81
82-84	2AU	3AU	4AU	6AU	3AU	3AU	4AU	5AU	2AU	3AU	5AU	6	4AU	4AU	5	7	4	5	7	7	82-84
85-87	3AU	3AU	4AU	6AU	4AU	4AU	5AU	6AU	2AU	3AU	5AU	7AU	4AU	4AU	6	7	4	5	7AK	8	85-87
88-90	3AU	4AU	5AU	7AU	4AU	4AU	5AU	7AU	3AU	4AU	6AU	7AU	5AU	5AU	6AU	8	5AK	5	8AU	8	88-90
91-93	3AU	4AU	5AU	7AK	5AU	5AU	6AU	7AK	3AU	4AU	6AU	8AU	5AU	5AU	7AU	8AK	5AK	6AK	8AK	9	91-93
94-96	4AU	4AU	6AU	8AU	5AU	5AU	6AU	8AU	4AU	5AU	7AU	8AU	5AU	6AU	7AU	9AU	6AU	6AU	9AU	9AK	94-96
97-99	4AU	5AU	6AU	8AK	6AU	6AU	7AU	8AK	4AU	5AU	7AU	9AK	6AU	6AU	8AK	9AK	6AK	7AK	9AK	10AK	97-99
100-102	4AU	5AU	7AU	9BU	6AU	6AU	7AU	9AU	4AU	5AU	8AU	9AU	6AU	7AU	8AU	10AU	7AU	7AU	10AU	11AU	100-102
103-105	5AU	6AU	7AK	9BK	7AU	7AU	8AK	9AK	5AU	6AU	8AU	10AK	7AK	7AU	9AK	10AK	7AK	8AK	10AK	11AK	103-105
	Maximum Results for Small Attacks																				
106-108	5BU	6BU	8BU	10BU	7AU	7AU	8AU	10BU	5BU	6BU	9AU	10AU	7BU	8AU	9AU	11AU	8AU	8AU	11AU	12AU	106-108
109-111	5BU	6BU	8BK	10BK	7BU	7BU	9BK	10BK	6BU	7BU	9BK	11BK	8BK	8AK	10AK	11AK	8AK	9AK	11BK	12AK	109-111
112-114	6BU	7BU	9BU	11CU	8BU	8BU	9BU	11BU	6BU	7BU	10BU	11BU	8BU	9BU	10BU	12BU	9BU	9BU	12BU	13AU	112-114
115-117	6BU	7BK	9BK	11CK	8BK	8BK	10BK	11CK	6BU	8BU	10BK	12CK	9BK	9BK	11BK	13BK	9BK	10BK	13CK	13BK	115-117
118-120	6BU	8BU	10BU	12CU	9BU	9BU	10BU	12CU	7BU	8BU	11CU	12CU	9CU	10BU	11BU	13CU	10BU	10BU	13CU	14BU	118-120
	Maximum Results for Medium Attacks																				
121-123	7BU	8BK	10CK	12CK	9BK	9BK	11CK	13CK	7BU	9BK	11CK	13CK	9CK	10CK	12CK	14CK	10CK	10CK	14CK	14CK	121-123
124-126	7BU	8CU	11CU	13DU	10BU	10CU	11CU	13CU	7CU	9CU	12CU	13CU	10CU	11CU	12CU	14CU	11CU	11CU	14DU	15CU	124-126
127-129	7CU	9CK	11CK	13DK	10CK	10CK	12CK	14DK	8CU	9CK	12DK	14DK	10CK	11CK	13CK	15DK	11CK	11CK	15DK	16DK	127-129
130-132	8CU	9CU	12CU	14DU	11CU	11CU	12CU	14DU	8CU	10CU	13DU	14DU	11DU	12CU	13DU	15DU	12DU	12DU	15DU	16DU	130-132
133-135	8CK	10CK	12CK	14DK	11CK	11CK	13CK	15DK	9CK	10CK	13DK	15DK	11DK	12CK	14DK	16DK	12DK	12DK	16EK	17DK	133-135
	Maximum Results for Large Attacks																				
136-138	8CU	10CU	13CU	15EU	12CU	12CU	13CU	15DU	9CU	11CU	14DU	15DU	12DU	13DU	14DU	16EU	13DU	13DU	16EU	17EU	136-138
139-141	9DK	10DK	13DK	15EK	12CK	12DK	14DK	16EK	9DK	11DK	14EK	16EK	12EK	13DK	15EK	17EK	13EK	13EK	17EK	18EK	139-141
142-144	9DU	11DU	14DU	16EU	13DU	13DU	14DU	16EU	10DU	12DU	15EU	16EU	13EU	14EU	15EU	17EU	14EU	14EU	17EU	18EU	142-144
145-147	9EK	11EK	14EK	16EK	13DK	13DK	15EK	17EK	10EK	12DK	15EK	17EK	13EK	14EK	16EK	18EK	14EK	14EK	18EK	19EK	145-147
148-150	10EU	12EU	15EU	17FU	14EU	14EU	15EU	18FU	11EU	13EU	16EU	18FU	14FU	15FU	17FU	19FU	15FU	15FU	19FU	20EU	148-150
	Maximum Results for Huge Attacks																				

Note: *An F-severity critical result indicates an E-critical roll on the Unbalance Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.*

Note: *If the attacking creature is "charging," it obtains* ***+ 20*** *on this table in addition to any other bonuses.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	52-54
55-57	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	1	1	2	2AT	55-57
58-60	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	1	1	2AT	2AT	58-60
61-63	0	0	0	1	0	0	0	1	0	0	0	1	1	1	1	2	1	2	2AT	3AT	61-63
64-66	0	0	1	1	0	0	1	1	0	0	1	2	1	1	1	2	2	2	3AT	3AT	64-66
67-69	0	0	1	2	0	0	1	2	0	0	1	2	1	1	1	2	2	2AT	3AT	3AT	67-69
70-72	0	0	1	2	0	0	1	2	0	0	1	2	1	1	2	3	2	3AT	3AT	4AT	70-72
73-75	0	0	1	2	0	1	1	2	0	0	1	3	1	1	2	3AT	2	3AT	4AT	4AT	73-75
76-78	0	0	2	3	1	1	2	3	0	0	2	3	2	2	2	3AT	3	3AT	4AT	4BT	76-78
79-81	0	1	2	3	1	1	2	3AT	0	0	2	3AT	2	2	3AT	4AT	3AT	4AT	4BT	4BT	79-81
82-84	0	1	2	3AT	1	1	2	3AT	0	1	2	4AT	2	2	3AT	4AT	3AT	4AT	5BT	5BT	82-84
85-87	0	1	2	3AT	1	1	3	4AT	0	1	3AT	4AT	2	2AT	3AT	4AT	4AT	4AT	5BT	5BT	85-87
88-90	0	1	3	4AT	1	2	3AT	4AT	1	1AT	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4BT	5BT	5CT	88-90
91-93	0	1	3AT	4AT	2	2	3AT	4AT	1	1AT	3AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	91-93
94-96	1	2	3AT	4AT	2	2	3AT	5BT	1	2AT	4AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	94-96
97-99	1	2AT	3AT	5AT	2AT	2AT	4AT	5BT	1	2AT	4AT	5BT	3AT	3AT	5BT	6BT	5AT	5BT	6CT	6CT	97-99
100-102	1	2AT	4AT	5BT	2AT	2AT	4AT	5BT	1AT	2AT	4AT	6BT	3AT	3AT	5BT	6BT	5BT	6BT	6CT	7CT	100-102
103-105	1AT	2AT	4AT	5BT	2AT	3AT	4AT	6BT	2AT	2AT	5BT	6BT	3AT	3AT	5BT	6CT	5BT	6CT	7CT	7CT	103-105
	Maximum Results for Small Attacks																				
106-108	1AT	2AT	4AT	5BT	3AT	3AT	5AT	6CT	2AT	3AT	5BT	7CT	4AT	4BT	6BT	7CT	6BT	6CT	7CT	7DT	106-108
109-111	1AT	3AT	4AT	6BT	3AT	3AT	5BT	6CT	2AT	3BT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	7DT	8DT	109-111
112-114	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	3BT	6BT	7CT	4BT	4BT	6CT	7CT	6CT	7CT	8DT	8DT	112-114
115-117	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	4BT	6CT	8CT	4BT	4CT	7CT	8CT	6CT	7CT	8DT	8DT	115-117
118-120	2AT	3BT	5BT	7CT	3BT	4BT	6BT	7CT	3AT	4BT	6CT	8CT	4CT	4CT	7CT	8DT	7CT	7DT	8DT	8DT	118-120
	Maximum Results for Medium Attacks																				
121-123	2AT	4BT	5BT	7CT	4BT	4BT	6CT	8DT	3BT	4BT	7CT	8DT	5CT	5CT	7DT	8DT	7CT	8DT	9DT	9ET	121-123
124-126	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	4CT	7CT	9DT	5CT	5CT	8DT	9DT	7DT	8DT	9ET	9ET	124-126
127-129	2BT	4BT	6CT	7DT	4BT	4BT	7CT	8DT	3BT	5CT	7DT	9DT	5CT	5CT	8DT	9DT	8DT	8DT	9ET	9AP	127-129
130-132	3BT	4BT	6CT	8DT	4CT	4CT	7CT	9DT	3BT	5CT	8DT	9DT	5DT	5DT	8DT	9ET	8ET	9DT	10AP	10AP	130-132
133-135	3BT	4CT	6CT	8DT	4CT	5CT	7CT	9DT	4BT	5DT	8DT	10DT	5DT	5DT	9ET	10AP	8AP	9AP	10AP	10AP	133-135
	Maximum Results for Large Attacks																				
136-138	3BT	5CT	7CT	8ET	5CT	5CT	7DT	9ET	4CT	5DT	8DT	10ET	6DT	6DT	9AP	10AP	8AP	9AP	10AP	10AP	136-138
139-141	3CT	5CT	7DT	9ET	5DT	5DT	8DT	10ET	4CT	6DT	9ET	10AP	6ET	6ET	9AP	10AP	9AP	10AP	11AP	11BP	139-141
142-144	3CT	5DT	7DT	9ET	5DT	5DT	8ET	10ET	4DT	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10AP	11BP	11BP	142-144
145-147	3DT	5ET	7ET	9ET	5ET	5ET	8AP	10ET	4ET	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10BP	11BP	11BP	145-147
148-150	4ET	6AP	8AP	10BP	6AP	6AP	9AP	11BP	5ET	7AP	10AP	12BP	7AP	7AP	11BP	12BP	10BP	11BP	12BP	12BP	148-150
	Maximum Results for Huge Attacks																				

Note: *A critical result means the attack has injected poison, in addition to a normal critical result (if applicable).*

Note: *Swarms of very small creatures (i.e., bees) could roll on this table as a small attack.* **Note:** *A very large stinger (longer than 1') should use the Horn Attack Table.*

Critical Strikes: **P** = *Puncture,* **S** = *Slash,* **K** = *Krush,* **G** = *Grapple,* **U** = *Unbalance,* **T** = *Tiny*

CLT-12
Tiny

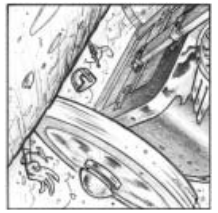
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	2	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2	2AT	46-48
49-51	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	1	2AT	2AT	49-51
52-54	0	0	0	1	0	0	0	1	0	0	0	1	0	0	1	1	1	1	2AT	3AT	52-54
55-57	0	0	0	1	0	0	0	1	0	0	0	1	0	0	1	2	1	1	3AT	3AT	55-57
58-60	0	0	1	2	0	0	1	2	0	0	1	2	0	0	1	2	1	2	3AT	3AT	58-60
61-63	0	0	1	2	0	0	1	2	0	0	1	2	0	0	1	2	1	2	3AT	4AT	61-63
64-66	0	0	1	2	0	0	1	2	0	0	1	2	0	0	2	3AT	2	2	4AT	4BT	64-66
67-69	0	0	1	3	0	0	1	3	0	0	1	3	1	1	2	3AT	2	3AT	4AT	5BT	67-69
70-72	0	0	2	3	0	1	2	3	0	0	2	3	1	1	2AT	3AT	2	3AT	4BT	5BT	70-72
73-75	0	1	2	3	1	1	2	3	0	0	2	3AT	1	1	3AT	4AT	3	3AT	5BT	5BT	73-75
76-78	0	1	2	4	1	1	2	4AT	0	1	2	4AT	1	1AT	3AT	4AT	3	4AT	5BT	6BT	76-78
79-81	0	1	3	4AT	1	1	3	4AT	0	1	3	4AT	2AT	2AT	3AT	4AT	3AT	4AT	5BT	6CT	79-81
82-84	0	1	3	4AT	1	1	3	4AT	1	1	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4AT	6BT	6CT	82-84
85-87	0	1	3	5AT	1	1	3AT	5AT	1	1	3AT	5AT	2AT	2AT	4AT	5BT	4AT	5AT	6CT	7CT	85-87
88-90	1	2	4AT	5AT	2	2	4AT	5AT	1	2	4AT	5AT	2AT	2AT	4AT	5BT	4AT	5BT	6CT	7CT	88-90
91-93	1	2AT	4AT	5AT	2	2	4AT	5BT	1	2AT	4AT	5AT	3AT	3AT	5BT	6BT	5AT	5BT	7CT	8CT	91-93
94-96	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1	2AT	4AT	6BT	3AT	3BT	5BT	6BT	5AT	6BT	7CT	8CT	94-96
97-99	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1AT	2AT	4AT	6BT	3BT	3BT	5BT	6CT	5AT	6BT	8CT	8CT	97-99
100-102	1AT	3AT	5AT	6BT	2AT	2AT	5AT	6BT	2AT	3AT	5AT	6BT	3BT	3BT	6BT	6CT	6BT	6BT	8CT	9CT	100-102
103-105	2AT	3AT	5AT	7BT	3AT	3AT	5AT	7CT	2AT	3AT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	8CT	9CT	103-105
	Normal Maximum Results for an Attack																				
106-108	2AT	3AT	5BT	7BT	3AT	3AT	5BT	7CT	2AT	3AT	5BT	7CT	4BT	4CT	6CT	7CT	6BT	7CT	9CT	9CT	106-108
109-111	2AT	3AT	6BT	7BT	3AT	3AT	6BT	7CT	2AT	3AT	6BT	7CT	4CT	4CT	6CT	7CT	6BT	7CT	9CT	10CT	109-111
112-114	2AT	4BT	6BT	8CT	3AT	3AT	6BT	8CT	2AT	4BT	6BT	8CT	4CT	4CT	7CT	8CT	7CT	8CT	9CT	10CT	112-114
115-117	2AT	4BT	6BT	8CT	3BT	3AT	6BT	8CT	3AT	4BT	6CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	10DT	115-117
118-120	3AT	4BT	7BT	8CT	4BT	4BT	7CT	8CT	3AT	4BT	7CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	11DT	118-120
	Maximum Results for an Attack the Round After a Critical Result																				
121-123	3AT	4BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	4BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	10DT	11DT	121-123
124-126	3BT	5BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	11DT	12DT	124-126
127-129	3BT	5CT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5CT	7CT	9DT	6CT	6CT	8DT	9DT	8CT	9DT	11DT	12DT	127-129
130-132	3BT	5CT	8CT	10CT	4CT	4CT	8CT	10DT	3BT	5CT	8CT	10DT	6CT	6CT	9DT	10DT	9CT	10DT	11DT	12DT	130-132
133-135	4BT	5CT	8CT	10DT	5CT	5CT	8CT	10DT	4BT	5CT	8CT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	133-135
	Maximum Results for an Attack the Round After Two Consecutive Critical Results																				
136-138	4BT	6CT	8CT	10DT	5CT	5CT	8CT	10DT	4CT	6CT	8DT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	136-138
139-141	4CT	6CT	9CT	11DT	5CT	5CT	9CT	11DT	4CT	6CT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	12DT	13DT	139-141
142-144	4CT	6CT	9DT	11DT	5CT	5CT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	142-144
145-147	4CT	6DT	9DT	11DT	5CT	5DT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	145-147
148-150	5DT	7DT	10DT	12DT	6DT	6DT	10DT	12DT	5DT	7DT	10DT	12DT	8DT	8DT	11DT	12DT	11DT	12DT	14DT	15DT	148-150
	Maximum Results for an Attack the Round After Three or More Consecutive Critical Results																				

Note: *This table is used only for very small animals (e.g., house cats).*

Note: *The maximum result depends upon how many consecutive critical results were achieved in the rounds immediately proceeding the attack.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	3	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	2AT	4AT	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	2	0	1	3BT	5BT	43-45
46-48	0	0	0	0	0	0	0	1	0	0	0	1	0	0	1	3	0	1	4CT	6CT	46-48
49-51	0	0	0	1	0	0	1	1	0	0	0	2	0	0	1	4AT	1	2	5DT	7DT	49-51
52-54	0	0	0	1	0	0	1	2	0	0	0	3	0	0	2	5BT	1	3	6ET	8ET	52-54
55-57	0	0	1	2	0	1	2	3	0	0	1	4	1	1	3	6CT	2	4AT	7AK	9AK	55-57
58-60	0	0	1	3	1	1	2	4	0	0	1	5	1	2	4AT	7DT	3	5BT	8AK	10AK	58-60
61-63	0	0	2	4	1	2	3	4AT	0	0	2	6	2	3AT	5BT	8ET	4AT	6CT	9AK	11AK	61-63
64-66	0	0	2	4	2	2	4	5BT	0	1	3	7AT	3AT	4BT	6CT	9AK	5BT	7DT	10AK	12AK	64-66
67-69	0	1	3	5	2	3	4	6CT	0	1	3	7BT	4BT	5CT	7DT	10AK	6CT	8ET	11AK	13AK	67-69
70-72	0	1	4	6AT	3	3	5AT	7DT	1	2	4	8CT	5CT	6DT	8ET	11AK	7DT	9AK	12AK	14AK	70-72
73-75	0	2	4	7BT	3	4	6BT	8ET	1	2	5AT	9DT	6DT	7ET	9AK	12AK	8ET	10AK	13AK	15AK	73-75
76-78	0	2	5	7CT	4	4	6CT	8AK	2	3	6BT	10ET	7ET	8AK	10AK	13AK	9AK	11AK	14BK	16BK	76-78
79-81	1	3	5AT	8DT	4	5AT	7DT	9AK	2	4	6CT	11AK	8AK	9AK	11AK	14AK	10AK	11AK	15BK	17BK	79-81
82-84	1	4AT	6BT	9ET	5AT	5BT	8ET	10AK	3	4AT	7DT	12AK	9AK	10AK	12AK	15BK	11AK	12AK	16BK	18BK	82-84
85-87	2	4BT	7CT	10AK	6BT	6CT	8AK	11AK	3	5BT	8ET	13AK	10AK	11AK	13AK	16BK	11AK	13AK	17BK	19BK	85-87
88-90	2	5CT	7DT	10AK	6CT	7DT	9AK	12AK	4AT	6CT	9AK	13AK	11AK	12AK	14BK	17BK	12AK	14BK	18BK	20BK	88-90
91-93	3AT	6DT	8ET	11AK	7DT	7ET	9AK	12AK	5BT	6DT	9AK	14AK	12AK	13AK	15BK	18BK	13AK	15BK	19BK	21BK	91-93
94-96	4BT	6ET	8AK	12AK	7ET	8AK	10AK	13BK	5CT	7ET	10AK	15BK	13AK	14BK	16BK	19BK	14BK	16BK	20BK	22CK	94-96
97-99	4CT	7AK	9AK	13AK	8AK	8AK	11AK	14BK	6DT	8AK	11AK	16BK	14AK	15BK	17BK	20CK	15BK	17BK	21CK	23CK	97-99
100-102	5DT	7AK	10AK	13BK	8AK	9AK	11AK	15BK	6ET	8AK	12AK	17CK	15BK	16BK	18CK	21CK	16BK	18CK	22CK	24CK	100-102
103-105	5ET	8AK	10AK	14BK	9AK	9AK	12BK	16CK	7AK	9AK	12BK	18CK	15BK	17BK	19CK	22CK	17BK	19CK	23CK	25CK	103-105
	Maximum Results for Small Attacks																				
106-108	6AK	9AK	11AK	15BK	10AK	10AK	13BK	16CK	7AK	10AK	13BK	19CK	16BK	18CK	20CK	23CK	18CK	20CK	24CK	26CK	106-108
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	24CK	19CK	21CK	25CK	27CK	109-111
112-114	7AK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	25CK	20CK	22CK	26CK	28CK	112-114
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	26CK	21CK	22CK	27CK	29CK	115-117
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	27CK	21CK	23CK	28CK	30CK	118-120
	Maximum Results for Medium Attacks																				
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	28DK	22CK	24DK	29DK	31DK	121-123
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	29DK	23DK	25DK	30EK	32DK	124-126
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	30EK	24DK	26DK	31EK	33EK	127-129
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	31EK	25DK	27EK	32EK	34EK	130-132
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24EK	13CK	15CK	20DK	26EK	25DK	27DK	29EK	32EK	26EK	28EK	33EK	35EK	133-135
	Maximum Results for Large Attacks																				
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	33EK	27EK	29EK	34EK	36EK	136-138
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	21EK	28EK	27EK	29EK	31EK	34EK	28EK	30EK	35EK	37EK	139-141
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	35EK	29EK	31EK	36EK	38EK	142-144
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	36EK	30EK	32EK	37EK	39EK	145-147
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	37FK	31FK	33FK	38FK	40FK	148-150
	Maximum Results for Huge Attacks																				



Note: *An F-severity critical indicates an E-critical roll and a C-critical roll (both Krush criticals).*

Note: *If the target is down the attacker obtains* ***+ 30*** *in addition to its other bonuses.*

Critical Strikes: **P** = *Puncture*, **S** = *Slash*, **K** = *Krush*, **G** = *Grapple*, **U** = *Unbalance*, **T** = *Tiny*

CLT-13
Trample Stomp

CT-01 Grappling Critical Strike Table

	A	B	C	D	E
01-05	Weak grip.	Indecisive.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Glancing attack. You have initiative next rnd. +5 hits
11-15	Glancing blow. No extra damage, but you have the initiative next rnd. Practice.	Passing strike. You have the initiative next rnd. +2 hits.	Grazing side strike. You have initiative next rnd. +4 hits.	Glancing blow. You have initiative next rnd. +6 hits.	Feeble attack, but foe must parry next rnd. +6 hits.
16-20	Foe is free, but you have initiative next rnd. +3 hits.	Foe fends off attack, but is forced to parry 1 rnd. +2 hits.	Foe recovers but is forced to parry next rnd. +4 hits.	Side strike unbalances foe. You have initiative for 2 rnds. +5 hits.	Strong, passing blow. Foe is stunned for 1 rnd. +3 hits
21-35	Hip strike. You have the initiative next rnd. +5 hits.	Attack has punch. Foe must parry next rnd at -20.	Glancing attack. Foe is stunned for 1 rnd. +2 hits.	Misplaced strike. Foe eludes your grip but is stunned for 1 rnd. +3 hits.	Luck allow foe to escape your grasp. Foe is stunned for 1 rnd. You have initiative 2 rnds.
36-45	Blow to lower back. Foe must parry next rnd.	Unbalance foe. +4 hits. Foe must parry next rnd. You have initiative for 2 rnds.	Flailing attack. Foe is stunned for 1 rnd and must parry next rnd.	Shield arm strike. With shield, +3 hits. Without, one arm is immobilized for 6 rnds and foe stunned 3 rnds.	Attack to upper leg. Foe is spun about and breaks free, but is stunned and unable to parry for 1 rnd.
46-50	Hip strike. Foe must parry next rnd at -20. +3 hits.	Blow to chest stuns foe for 1 rnd. +5 hits.	Weak grasp around foe's waist. Foe is at -25 for 3 rnds.	Weak hold on foe's chest. Foe is at -30 for 3 rnds. You have initiative 4 rnds.	Hold on foe's leg. Foe slips away, but is stunned 2 rnds and unable to parry next rnd.
51-55	Unbalancing blow to chest. Foe must parry next rnd. You have initiative for 2 rnds.	Blow to back stuns foe for 1 rnd. +7 hits.	Slipping grasp around foe's leg. Foe is stunned and unable to parry for 1 rnd.	Slipping grip around foe's waist. Foe is at -50 for 3 rnds.	Foe breaks free of hold on shield arm. He is stunned for 2 rnds and unable to parry next rnd. +5 hits.
56-60	Glancing back blow. Foe must parry next rnd at -25. You have initiative 2 rnds.	Unbalancing strike. Foe spins free but is stunned for 1 rnd and must parry the following rnd.	Foe breaks free of thigh hold, but is stunned and unable to parry 1 rnd. +3 hits.	Leg hold. Grip is slipping but foe stunned 3 rnds. +6 hits.	Grasp foe's leg. Foe is stunned and unable to parry 1 rnd and is at -25 the following 3 rnds.
61-65	Blow to shoulder. Foe is stunned 1 rnd. +3 hits.	Slipping grasp on foe's waist is weak. Foe is stunned for 2 rnds.	Grasp around foe's chest. Foe is at -50 for 3 rnds. +3 hits.	Grasp foe's chest. Foe is stunned and unable to parry for 1 rnd and is at -20 for the following 2 rnds.	Attack foe's shield arm. If foe has shield, +6 hits. If not, foe is stunned and unable to parry for 3 rnds. +7 hits.
66	Grasp on weapon arm disarms foe. +2 hits. Foe is stunned for 2 rnds.	Grasp on weapon arm disarms foe and sprains his wrist. Foe is stunned 2 rnds, and fights at -25.	Grasp foe's legs. Foe slips away, but is knocked down for 1 rnd. +5 hits.	Grasp on leg knocks foe down. Foe is down and immobile for 2 rnds. +6 hits.	Grasp foe's neck and knock him down. Foe is at -20 due to torn neck muscles. Foe is down and immobile for 3 rnds.
67-70	Chest strike. Foe eludes entanglement, but must parry next 2 rnds at -20.	Entangle foe's leg, +4 hits. Foe is stunned and unable to parry for 1 rnd.	Entangle shield arm. If foe has shield, he is at -50 until he drops it. If not, foe is at-50.	Entangle leg. Foe is stunned for 2 rnds and unable to parry next rnd. +7 hits.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rnds, and at -75 the following rnd.
71-75	Uneasy hold on foe's midsection. Foe is at -50 for 2 rnds. +5 hits.	Weak hold on foe's lower chest. Foe is at -50 for 3 rnds. +4 hits.	Loose grasp on foe's midsection. Foe is stunned for 2 rnds and is at -50 for the following 3 rnds.	Loose hold on foe's mid-section. Foe is stunned and unable to parry 1 rnd and is at -70 the following 3 rnds.	Entangle foe's leg. Foe is knocked down, stunned and unable to parry for 2 rnds. +9 hits.
76-80	Weak hold on foe's midsection. Foe is at -50 for the next 3 rnds and you have initiative.	Entangle shield arm. If foe has shield, he is at -30 until he drops it. If not, foe is at -40.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rnds, and is at -50 during the following rnd.	Entangle foe's weapon arm. Foe hangs onto weapon, but the arm is immobilized. +3 hits.	Grapple weapon arm. Foe is disarmed and is left stunned for 3 rnds. Tom ligaments and pulled muscles leave foe at -40.
81-85	Grasp foe's leg. Foe breaks free but is stunned for 2 rnds. +3 hits. You have initiative for 6 rnds.	Weak grasp on foe's midsection. Foe is at -50 For the next 6 rnds and you have the initiative.	Grasp on foe's chest breaks rib and leaves foe stunned and unable to parry for 3 rnds. Foe fights at -5.	Entangle foe's leg. Foe is knocked down, stunned, disarmed, and unable to parry for 2 rnds. Fall breaks shield arm.	Entangle foe's arms and pin them to his chest. Foe cannot move his arms and his mobility is reduced by -75.
86-90	Shield arm blow. If foe has shield, he must parry next rnd. If not, arm is immobilized and foe is at -50.	Entangle foe's leg. Foe is knocked down, stunned and unable to parry for 2 rnds. Pulled muscle leaves foe at -10.	Entangle foe's foot. Foe stumbles, falls, and breaks shoulder. +8 hits. Foe is stunned 6 rnds and fights at -30.	Tie up both of foe's arms so they are immobile. Foe is stunned for 9 rnds and cannot fight. +6 hits.	Entangle foe's foot. Foe stumbles, falls, breaks weapon on impact, and is stunned 2 rnds. If no chest armor, roll "D" crush crit.
91-95	Entangle foe's leg. Foe is knocked down. Stunned and unable to parry for 2 rnds. +3 hits.	Both of foe's legs are tied up. Foe is at -25, downed, disarmed and stunned and unable to parry for 2 rnds.	Pin foe's arms to his chest. Foe is stunned and unable to parry for 4 rnds, then fights at -95.	Entangle and immobilize foe's legs. Foe falls, is stunned and unable to parry for 30 rnds. +10 hits.	Wrap up foe's legs. Foe tumbles to ground and is knocked out. Foe is at -95 due to 2 broken arms and a broken ankle. +20 hits.
96-99	Tie up foe. Foe is completely immobilized for 12 rnds, and is at -60 for the following 3 rnds. +7 hits.	Attack entangles and immobilizes foe. Broken leg leaves foe at -40. The pitiful creature is left down but conscious.	Entangle and immobilize foe's legs. Foe falls, is disarmed, breaks weapon arm, and is knocked out. +20 hits.	Grapple foe's neck. If foe has neck armor, he is disarmed, stunned and unable to parry for 3 rnds. If not, he dies in 6 rnds.	Srangling hold. Foe is unable to break free and dies after 9 rnds of amazingly helpless struggling. Grim.
100	Foe's legs are entangled. Foe is downed and knocked out. +9 hits. Add +20 to your next roll.	Vicious hold around foe's neck. Foe is knocked out. Sprained neck leaves foe at -90.	Grapple foe's neck. If he has neck armor, he is at -75 due to a neck sprain and stunned for 3 rnds. If not, he dies of broken neck.	Grapple foe's head. If foe has helm, he is stunned and unable to parry for 9 rnds. If not, foe falls into coma due to fracture.	Crush foe's windpipe. Foe dies instantly due to massive shock and savage asphyxiation. Add +25 to your next roll.

CT-02 Krush Critical Strike Table

	A	B	C	D	E
01-05	Zip.	Weak grip. No extra damage.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+2 hits.	+3 hits	+4 hits	Glancing blow +6 hits. You have initiative next rnd.
11-15	Glancing blow. +3 hits. You have initiative next rnd.	Glancing blow. +3 hits. You have initiative next rnd.	Blow to foe's side. +7 hits. You have initiative next rnd.	+5 hits. Foe must parry next rnd at -10.	+6 hits. Foe is stunned for 1 rnd. Add +5 to your next swing.
16-20	+2 hits. Foe must parry next rnd.	Blow to foe's side. +4 hits. Foe must parry next rnd at -10.	Blow to foe's side. +6 hits. Foe must parry next rnd at -20.	Minor frib fracture. +5 hits. Foe fights at -5. You have initiative next rnd.	Strong blow. Foe is stunned and unable to parry next rnd. +10 to your parry next rnd.
21-35	Foe must parry next rnd. +3 hits. +5 to your next swing.	Foe must parry next rnd at -20. +4 hits.	Break foe's rib. +5 hits. Foe is stunned next rnd.	Strike to foe's side. +4 hits. Foe is stunned and unable to parry next rnd.	Strike cracks foe's ribs. +6 hits. Foe is at -10. You have initiative next rnd.
36-45	Bruise foe's calf. +6 hits. You have initiative. Foe fights at -5 for next rnd.	Bruise foe's calf. +6 hits. You have initiative. Foe fights at -20 for next 2 rnds.	Bruise foe's calf. +9 hits. You have initiative. Foe fights at -25 for next 2 rnds.	Major calf bruise. +10 hits. Foe fights at -10. You have initiative next rnd.	Strike to upper leg. Minor fracture. +12 hits. Foe fights at -10. You have initiative next rnd.
46-50	Blow to foe's back. +4 hits. Foe must parry next rnd at -25.	Blow to foe's back. +6 hits. Foe must parry next rnd at -25.	Blow to back. +5 hits. Foe is stunned and unable to parry for 1 rnd. You have initiative for 2 rnds.	Hard blow to back. +10 hits. Foe is stunned and unable to parry next rnd.	Strike to foe's lower back. +15 hits. Foe is stunned and unable to parry next rnd.
51-55	Blow to foe's chest. +5 hits. Foe must parry next rnd at -25. Foe has a bruised rib.	Blow to foe's chest. +6 hits. Foe must parry for next 2 rnds.	Hard blow to chest. +5 hits. Foe fights at -10. Foe is stunned next rnd.	Blow to chest. +10 hits. Foe has a pair of broken ribs and must fight at -15.	Blow to chest. +15 hits. Foe is stunned for 2 rnds. Foe fights at -15.
56-60	Strike foe's thigh. +5 hits. Foe is forced to parry next rnd at -25.	Strike foe's thigh. +6 hits. Foe is bruised, at -5 and must parry for 1 rnd.	Strike foe's thigh. +6 hits. Foe is at -5. +10 to your next swing. Foe must parry next rnd.	Blow to thigh. Foe is stunned next rnd. +6 hits. Foe is at -10 and is upset.	Blow to thigh. Foe is stunned and unable to parry next rnd. +10 hits. Foe is at -10.
61-65	Blow to foe's forearm. +5 hits. Foe is stunned 1 rnd. Add +20 to your next swing.	Blow to foe's forearm. Foe is at -10. +9 hits. Foe is stunned next rnd.	Disarm foe with a blow to forearm. +8 hits. Foe is stunned next rnd.	Blow to forearm. Foe is stunned and unable to parry next rnd. +10 hits. Foe at -10.	Blow to forearm. Foe drops weapon. Foe is at -15. +10 hits. Foe is stunned next rnd.
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe is stunned and unable to parry for the next 2 rnds. +8 hits.	Shatter elbow in foe's weapon arm. Arm is useless. Foe drops weapon, and is stunned and unable to parry for 3 rnds.	Shatter foe's knee. +9 hits. Foe is knocked down and is stunned and unable to parry for 3 rnds. Foe at -90.	Blow to side of foe's head. If foe has no helm, you crush his skull. If foe has helm, you knock him out for 4 hours. +20 hits.	Blow to back of neck, crushes backbone and severs spine. +15 hits. Foe dies instantly. +10 to your next swing.
67-70	Strike upper chest area. +8 hits. Foe is stunned for 3 rnds and unable to parry during next rnd.	Strike upper chest area. Foe is stunned and unable to parry for 2 rnds +10 hits. Foe is at -10.	Strike upper chest area. Foe is stunned for 3 rnds and unable to parry during next 2 rnds, +10 hits. Foe is at-10.	Blow to foe's shoulder area. Minor fracture. Foe is at -20. Foe is stunned and unable to parry for 2 rnds.	Blow to foe's shield shoulder. If foe has a shield, it if broken. If foe has no shield, the shoulder is shattered, arm useless.
71-75	Blow to foe's lower leg. Bad bruise. +5 hits. Foe is stunned for 2 rnds and unable to parry next rnd. Foe at -20.	Blow bruises foe's calf. Foe is at -35. +10 hits. Foe is stunned 2 rnds and unable to parry next rnd.	Blow bruises foe's knee. Foe is at -40. +10 hits. Foe is stunned and unable to parry for 2 rnds.	Blow breaks bone in leg. Foe is at -50. +12 hits. Foe is stunned and unable to parry for 2 rnds. Major cartilage damage.	Blow breaks foe's hip. Foe is at -75 and is knocked down. +15 hits. Foe is stunned 3 rnds.
76-80	Blow to foe's shield arm. If foe has a shield, it is broken. If foe has no shield, the arm is badly broken and useless.	Blow to foe's shield arm shatters wrist. Arm is useless. Foe is stunned for next round. +6 hits.	Blow to foe's weapon arm. Bad bruise. +9 hits. Foe is stunned and unable to parry for next rnd. Foe is at -50.	Blow breaks foe's weapon arm. Foe is stunned and unable to parry for 1 rnd. Arm is useless. +8 hits. Tendon damage.	Blow to foe's elbow. +9 hits. Joint is shattered. Arm is useless. Foe is stunned and unable to parry for 2 rnds.
81-85	Blow to foe's side. +10 hits. Foe is stunned and unable to parry for 2 rnds. Foe is at -20.	Blow to foe's side. +12 hits. Foe has broken ribs. Foe is stunned and unable to parry for 2 rnds. Foe is at -25.	Strike to foe's side. Breaks 3 ribs. Foe is at-40. +12 hits. Foe is stunned and unable to parry for 3 rnds.	Strike to foe's side +15 hits. Foe is knocked down. Add +10 to your next swing. Foe is stunned and unable to parry 3 rnds.	Catch foe in armpit. +30 hits. Crush foe's ribs and destroy side. Foe drops and dies of nerve and organ damage in 3 rnds.
86-90	Strike foe in back. +12 hits. Muscle and cartilage damage. Foe is stunned and unable to parry for 3 rnds. Foe is at -25.	Strike to back knocks foe down and smashes tendons. Foe is stunned and unable to parry for 4 rnds. Foe is at -30.	Blow to back smashes muscle and breaks bone. +20 hits. Foe is at -50. Foe is knocked down and stunned for 6 rnds.	Blow to foe's neck area breaks backbone and destroys spine. +25 hits. Foe falls and dies in 2 rnds.	Neck strike shatters bone and severs an artery. Foe cannot breath and is inactive for 12 rnds. The poor fool then expires.
91-95	Break foe's nose. Foe is stunned and unable to parry for 3 rnds. +15 hits. Foe fights at -30 for 2 days.	Foe's upper head hit. If no helm, he is in a coma for 3 weeks. If foe has a helm, +20 hits and foe is stunned 12 rnds.	Blow shatters thigh. +9 hits and a compound fracture. Bone severs an artery. Foe dies after 12 rnds of inactivity.	Blow shatters shield arm. Bone severs vein and an artery. Foe dies of shock and blood loss after 9 inactive rnds.	Blast to foe's back. +25 hits. Bone is driven into vital organs and foe is down for 6 rnds ...Then dies, sad.
96-99	Blow to foe's head. If foe has no helm he is dead. If foe has a helm, he is knocked down and stunned 6 rnds. +20 hits.	Blast foe's chest. Send ribcage through heart. Foe drops and dies. +20 to your next swing.	Blow to foe's abdomen destroys a variety of organs. The poor fool expires after 6 rnds of inactivity.	Blow to foe's side crushes chest cavity. Foe drops and dies in 3 rnds. Add +25 to your next swing.	Crush foe's skull. +30 hits. Opponent dies immediately. Add +20 to your next swing. You have a half rnd left to act.
100	Blow to foe's jaw. Drives bone through brain. Foe dies instantly. +50 hits, add +20 to your next swing.	Blow to back of neck paralyzes foe from the shoulders down. +25 hits. Foe is quite stunned.	Strike to forehead. +30 hits. You squash foe's eyes and destroy them. Foe is stunned and is unable to parry 24 rnds.	Blast to foe's chest area. Destroy foe's heart. Foe dies immediately. +25 hits. Fine work.	Crush foe's hip. +35 hits. Opponent is stunned for 2 rnds, is then active for 4 rnds at -30, then dies of nerve damage.

CT-03 Martial Arts Strikes Critical Strike Table

	A	B	C	D	E
01-05	Sorry.	Missed it by that much.	+l hit.	+2 hits.	+3 hits.
06-10	+1 hits.	+2 hits.	+3 hits.	+4 hits.	Foe respect you a little more. +5 hits.
11-15	Weak, but you have initiative. +3 hits.	Soft blow. You have initiative next rnd. +4 hits.	Soft blow. You have initiative next rnd. +5 hits.	Kick to foe's side. +6 hits. You have initiative next rnd.	Strike stuns foe for 1 rnd. +7 hits.
16-20	Kick to foe's side. +4 hits and you have initiative next rnd.	Side strike. Foe loses initiative next 2 rnds. +5 hits.	Side strike forces foe to parry next rnd. +6 hits.	Side strike forces foe to parry at -10 next rnd. +8 hits.	Crack foe's ribs and stun foe for 1 rnd. +5 hits. Foe is at -10.
21-35	Light well-placed strike forces foe to parry 1 rnd. +5 hits.	Strong, but poorly aimed strike forces foe to parry next rnd. +6 hits.	Kick foe in ribs and stun him for 1 rnd. +6 hits.	Side strike. Foe is stunned next rnd and loses initiative for 3 rnds. +2 hits.	Fine side strike cracks 3 ribs. Foe is at -20. +6 hits.
36-45	Weak chest strike forces foe to parry next rnd at -10. +6 hits.	Chest strike. Foe must parry next rnd at -20. +7 hits.	Fine but light chest strike. Foe is stunned 1 rnd. +8 hits.	Chest strike. Foe is stunned and unable to parry next rnd. +5 hits.	Back strike stuns foe 1 rnd. You have a clear shot to foe's rear next rnd.
46-50	Acrobatic move forces foe to parry next rnd at -25. +6 hit.	Glancing kick to foe's back stuns foe 1 rnd. +5 hits.	Strike to foe's back. Foe is stunned and unable to parry for 1 rnd.	Chest strike. Foe is stunned for 2 rnds. Broken ribs. Foe is at -10. +3 hits.	Chest strike. Foe is stunned 2 rnds and unable to parry 1 rnd. +5 hits.
51-55	Strike to hip stuns foe for 1 rnd. +3 hits.	Strike to foe's chest stuns him for 1 rnd. +6 hits.	Side strike. Foe is stunned and unable to parry next rnd. +20 to next attack.	Upper leg strike causes deep bruise. Foe is at -25. +6 hits.	Hip strike spins foe. +5 hits. Foe stunned for 3 rnds.
56-60	Strike to foe's lower chest stuns foe for 1 rnd. +5 hits.	Back strike. Foe is stunned for 2 rnds. +3 hits.	Wheel kick sends foe 10' in any desired direction. Foe is stunned 2 rnds. +8 hits.	Back strike. Foe is stunned for 3 rnds. +4 hits.	Chest strike. Foe is stunned 2 rnds, unable to parry next round and operates at -10.
61-65	Misplaced but quick blow to the top of foe's foot. Foe operates at -20 +5 hits.	Strike to back of lower leg. Foe is stunned for 2 rnds. +7 hits.	Upper leg strike. Foe has deep bruise and operates at -25. +5 hits.	Blow to nerve in upper leg. Foe is stunned 2 rnds and operates at -25 for 6 rounds.	Forearm strike cleanly disarms foe. +3 hits.
66	Strike to Achilles tendon. Nasty bruise. Foe is at -50. +7 hits and foe stunned 2 rnds.	Kick to foe's head sprains neck and fractures jaw. Foe is stunned 9 rnds, operates at -50.	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out.	Superb move. Break foe's weapon. Foe is stunned for 3 rnds. Add +20 next roll.	Simultaneous open palm strikes destroy foe's hearing and balance. Foe at -95. He is stunned for 24 rnds.
67-70	Weak spear hand blow stuns foe for 2 rnds. +2 hits.	Spear hand to foe's chest. Foe is stunned 3 rnds.	Strong knife hand to upper portion of foe's shield arm. Arm is broken and useless.	Strike top of foe's foot. Foe is stunned and unable to parry for 2 rnds.	Elbow to solar plexus and back fist to face drops foe. Foe stunned 3 rnds and unable to parry 2 rnds.
71-75	Knife hand, spear hand combo. Foe must roll on fumble table and is stunned 1 rnd.	Strike to foe's weapon arm. Deep bruise. Foe is at -20. +6 hits. Foe stunned 2 rnds.	Strike to back of lower leg. Foe is stunned and unable to parry for 2 rnds.	Knife hand strike breaks foe's collarbone. Foe is stunned and unable to parry 2 rnds, acts at -25.	Heel kick breaks bone is foe's foot. Foe is at -50. +5 hits. Fool stunned for 3 rnds.
76-80	Kick to foe's shield arm. If foe has shield, it is broken. If not, arm is useless and +6 hits.	Blow to back of foe's knee damages tendons. Foe is stunned 2 rnds and operates at -25.	Kick disarms foe and stuns him for 1 rnd. Foe fights at -10 due to cartilage damage.	Strike to area behind foe's knee. Tendon and cartilage damage. Foe is at -75.	Front kick to midsection doubles foe over. You follow with knee strike which breaks foe's nose and knocks him out.
81-85	Kick to foe's weapon arm disarms him. +3 hits.	Kick foe's weapon 5' away and break 2 fingers. Foe stunned 2 rnds and fights it -20.	Heel kick breaks bone in foe's foot. Foe is at -50; he is also stunned and unable to parry for 2 rnds.	Kick breaks foe's leg. Foe is stunned and unable to parry 2 rnds and operates at -75. +5 hits.	Strike to knee shatters joint. Foe drops and is stunned and unable to parry 6 rnds. Foe is at -80. +6 hits.
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns foe 3 rnds.	Wheel kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is stunned 9 rnds.	Strike to leg severs Achilles tendon and drops foe. +10 hits. Foe stunned 9 rnds, acts at -80.	Open-handed blow to foe's Adam's apple (neck) crushes windpipe. Foe dies in 18 rnds from shock and asphyxiation.	Roundhouse kick hits kidney drops foe. Your follow-up knife hand snaps foe's neck. He is knocked out, dies in 9 rnds.
91-95	Strike to nerve in upper leg. +8 hits. Foe stunned and unable to parry for 2 rnds, and operates at -40 for 6 rnds.	Strike to foe's knee shatters joint. Foe drops, is at -85. He is stunned and unable to parry 4 rnds.	Plying kick to foe's back. You knock foe down, disarm him, and leave him stunned and unable to parry for 12 rnds.	Jab to foe's eyes blinds him. Crescent kick sends foe 10' to right or left. Sucker is at -100. He is stunned 10 rnds.	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rnds. Add +10 to your next attack.
96-99	A chop deflects foe's attack, and a follow-up strike knocks him down. Foe stunned and unable to parry for 3 rnds.	Roundhouse kick knocks foe out and fractures collarbone. Foe has sprained neck and shoulder. Foe is unconscious for 20 rnds.	Kick to solar plexus drops foe and leaves him stunned and unable to parry 30 rnds. +30 hits.	Brutal head kick flips foe onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rnds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rnds.
100	Gooseneck strike. Foe's inner ear ruptured. He hears at -50, operates at -75. Foe is knocked out by follow-up strike.	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks backbone, leaving foe paralyzed from waist down.	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rnds.	Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly.	Kick disarms foe. A follow-up chop snaps his neck and subsequent flip sends foe 5' in any desired direction. Foe dies.

CT-04 Martial Arts Sweeps Critical Strike Table

	A	B	C	D	E
01-05	Acrobatic, but weak. +0 hits.	Poor form. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+1 hit	+2 hits	+3 hits	Unbalance foe. You have initiative next rnd. +4 hits.
11-15	You have initiative next rnd. +1 hit.	Foe takes 3 extra hits and you have the initiative next rnd.	You have the initiative next rnd. +20 to your next attack. Foe is confused.	Foe must parry next rnd. +4 hits.	Stun foe with your fine moves. +10 to next attack. Foe is stunned 1 rnd.
16-20	Foe must parry next rnd. +2 hits.	Dazzle foe. He must parry next rnd at -10.	Foe unbalanced and must parry next rnd at -20. +3 hits.	Foe is stunned for 1 rnd. +4 hits.	Sweep staggers foe. +2 hits. Foe is stunned and unable to parry 1 rnd.
21-35	Sweep forces foe to parry next rnd at -10. +2 hits.	Sweep unbalances foe. +3 hits. Foe must parry next rnd at -20.	Sweep stuns foe for 1 rnd. +4 hits.	Sweep sends foe to his knees. Foe is stunned and unable to parry for 1 rnd. +4 hits.	Sweep downs foe. Foe is stunned for 2 rnds.
36-45	Sweep staggers foe. Foe must parry next rnd at -20. +3 hits.	Sweep bruises foe's leg. Foe operates at -25 for 3 rnds. +4 hits.	Sweep bruises foe's leg. Foe fights at -10. You have initiative next rnd.	Sweep bruises foe's calf. Foe operates at -20. +5 hits.	Sweep drops foe and bruises thigh. Foe is stunned 1 rnd. +5 hits. Foe is at -20.
46-50	Sweep forces foe to parry next rnd at -25. +4 hits.	Sweep stuns foe for 1 rnd. +5 hits.	Sweep downs foe. +4 hits. Foe is stunned for 2 rnds while trying to rally.	Sweep drops foe. +5 hits. Foe is stunned and unable to parry for 1 rnd.	Foe slips to his knees. +7 hits. Foe is stunned for 2 rnds and is unable to parry next rnd.
51-55	Sweep drives foe back 3'. Foe must parry next rnd at -30. +5 hits.	Throw knocks wind out of foe. He is stunned 1 rnd. +6 hits.	Throw stuns foe for 2 rnds. +6 hits.	Throw breaks 3 ribs. Foe is stunned 1 rnd and at -20. +6 hits.	Throw drops foe. +8 hits. Foe is stunned for 3 rnds.
56-60	Throw stuns foe for 1 rnd. +6 hits.	Throw stuns foe for 1 rnd and sprains a finger on his weapon hand. Foe is at -10.	Sweep knocks foe back 5'. Foe is stunned and unable to parry for 1 rnd.	Sweep unbalances foe. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Surprise sweep sends foe reeling. Foe is stunned for 3 rnds. +9 hits.
61-65	Throw downs foe, but he recovers. Foe is stunned 1 rnd. +7 hits.	Throw pulls muscle in foe's weapon arm. Foe is stunned 1 rnd. +3 hits. Foe is at -20.	Throw disarms foe. +3 hits. Foe is stunned 1 rnd. If you want to run, the time is now.	Throw disarms foe and leaves him stunned for 2 rnds.	Fine throw. Foe lands on his weapon arm, is disarmed, and is stunned for 3 rnds.
66	Throw dislocates foe's shield shoulder. Foe is stunned and unable to parry 3 rnds, and is -50.	Nifty throw. Foe is pinned, on his face, and in an arm lock. +9 hits. Foe is disarmed and immobilized.	Sweep shatters foe's knee. He is stunned and unable to parry 4 rnds, and operates -80.	Throw pitches foes on to his head. If he has helm, he is unconscious. If not. he is paralyzed from the waist down.	Perfect toss sends foe flying over your shoulder and 10'. Foe dies on impact. +10 to your next roll.
67-70	Hard awkward throw stuns foe for 2 rnds. +7 hits.	Strong throw stuns foe for 2 rnds. You have initiative for 6 rnds. +8 hits.	Foe is knocked back 5' and has a bruised chest Foe is stunned 2 rnds, is at -10.	Throw drops foe on his shield shoulder, breaking his arm and collar bone. +5 hits.	Foe lands on shield arm. If foe has shield, +10 hits and shield is broken. If not, foe's aim shattered. +20 hits.
71-75	Fall bruises foe's thigh. Foe is stunned and unable to parry for 1 rnd. +2 hits. Foe is at -5.	Fall tears ligament in leg. Foe is at -10. +5 hits. Foe stunned and unable to parry for 1 rnd.	Fall pulls muscle in foe's leg. Foe stunned 2 rnds and unable to parry next rnd. Operates at -25.	Foe falls and breaks leg. Minor fracture, but foe operates at -30. Poor fool is stunned for 3 rnds.	Foe falls and breaks his hip. Mild fracture, foe is at -40. He is stunned and unable to parry 2 rnds.
76-80	Foe lands on shield arm. If foe has shield, it is broken. If not, foe is stunned for 2 rnds, is at -10, and his arm is sprained .	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rnds.	Foe falls and dislocates shield shoulder, +6 hits. Foe is at -40 and must parry for 6 rnds.	Throw puts foe on back an breaks shoulder blade. Foe is at -20. +9 hits. Foe stunned and unable to parry 2 rnds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rnds.
81-85	Sweep unbalances foe. +3 hits. Foe is stunned for 3 rnds. Add +25 to your next rnd.	Sweep knocks foe 10' to side. Foe stunned and unable to parry 2 rnds. +9 hits.	Sweep staggers foe. +7 hits. Foe is stunned and unable to parry 2 rnds. Add +30 to next attack.	Break foe's wrist on weapon arm. Arm is useless. +10 hits. Fine hand throw	Throw foe 10'. Foe is down on face, disarmed and stunned and unable to parry 6 rnds.
86-90	Foe lands on his back, damaging muscle and cartilage. Foe quickly recovers, but is stunned and unable to parry for 2 rnds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rnds. Torn tendons and broken bone, foe is at -25.	Throw drops foe on his back. Vertebrae cracked and foe is at -50. Foe is stunned and unable to parry 3 rnds.	Throw drops foe and you put him into a severely immobilizing arm lock. Foe is stunned and unable to parry for 6 rnds.	Throw sends foe flying into nearest enemy within 10'. All involved are stunned and unable to parry 3 rnds, take +9 hits.
91-95	Throw downs foe and breaks his nose. Foe is at -25. +7 hits. Foe is stunned and unable to parry 2 rnds.	Fall breaks ribs, disarms foe, and sends him rolling 10'. Foe is at -30 and is stunned and unable to parry for 12 rnds.	Sweep downs foe and you put him in a leg-breaking hold. +9 hits. Foe is pinned, stunned and unable to parry 15 rnds.	Throw bashes foe against nearby hard surface. Foe is knocked out and you can use a killing kick if you so desire.	Sly rolling throw sends foe into air. Foe is left disarmed and unconscious. You spring to your feet 10' away.
96-99	Throw sends foe down on his head. If foe has helm. he is stunned 9 rnds. If not, foe is knocked out.	Sweep stuns foe; kick disarms him; and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.	Throw cracks foe's skull. If foe has helm, he is in a coma. If not, he dies of brain damage in 1 rnd.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rnds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
100	Snazzy throw. Foe is stunned and unable to parry 6 rnds. Foe is down and helpless, you can finish him (if you desire) with a knee to the solar plexus.	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15'.	Fall breaks foe's back. +12 hits. Foe paralyzed from the neck down. Add +20 next roll.	Sweeps sends foe twisting backwards 5'. Foe's spine is snapped and he is left a quadriplegic.	Using but half the rnd, you use a rolling throw to send foe against nearest hard surface. Foe dies, you are up, press on.

CT-05 Puncture Critical Strike Table

	A	B	C	D	E
01-05	Zip.	Glancing blow. +0.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits	+3 hits.	+4 hits.	Grazing strike unbalances foe. You have initiative +5 hits.
11-15	You receive initiative next rnd. +1 hit.	Glancing blow. +3 hits. You have initiative next rnd.	Blow to foe's side. +5 hits. You have initiative next rnd.	+2 hits. Foe must parry next rnd.	+3 hits Foe must parry next rnd.
16-20	Foe must parry next rnd. +1 hit.	Blow to side. +2 hits. Foe must parry next rnd at -10.	Blow to side. Foe must parry next rnd at -20. +3 hits.	Minor side wound. Foe fights at -10. You have initiative next rnd.	Stun foe for 1 rnd. Add +20 to your next attack.
21-35	Foe must parry next round. +2 hits. Add +10 to next attack.	Foe must parry next rnd at -20. +2 hits.	You wound foe along side of chest. Foe is stunned 1 rnd and takes 1 hit/rnd.	You wound foe along side of hip. Foe is stunned 1 round and takes 2 hits/rnd.	Foe receives minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits/rnd.
36-45	Minor calf wound. Foe takes 1 hit/rnd.	Minor calf wound. Foe takes 1 hit/rnd. +2 hits.	Minor calf wound. Foe takes 2 hits/rnd.	Minor thigh wound. Foe takes 3 hits/rnd.	Thigh strike. If foe has leg armor, +3 hits. If none, +2 hits, 3 hits/rnd.
46-50	Strike to foe's back. +2 hits. Foe must parry next rnd at -30.	Strike to foe's back. Foe is stunned for 1 rnd and takes 1 hit/rnd.	Strike across foe's back stuns foe for 2 rnds. Foe takes 1 hit/rnd.	Strike to foe's lower back. Foe is stunned and unable to parry next rnd. +6 hits.	Strike to foe's lower back. Foe takes 3 hits/rnd. +5 hits. Foe is stunned and unable to parry next rnd.
51-55	Strike to foe's chest. Foe must parry next rnd at -25. Foe takes 2 hits/rnd.	Minor chest wound. Foe takes 2 hits per rnd. +3 hits. Foe must parry next 2 rnds.	Minor chest wound. Foe takes 2 hits/rnd. +3 hits. Foe is stunned for 2 rnds.	Strike to chest. +5 hits. Foe takes 3 hits/rnd and fights at -15. Foe must parry next rnd.	Chest wound. Foe takes 4 hits/rnd. +5 hits. Foe fights at -10. Foe is stunned and unable to parry 1 rnd.
56-60	Minor thigh wound. Foe takes 2 hits/rnd. +2 hits. Foe is stunned next rnd.	Minor thigh wound. Foe takes 2 hits/rnd. +3 hits. Foe is stunned and unable to parry next rnd.	Minor thigh wound. +5 hits. Foe takes 2 hits/rnd and is at -10. Foe is stunned for 2 rnds.	Strike to thigh. Foe takes 3 hits/rnd. Foe is stunned and unable to parry for the next rnd. +3 hits.	Thigh wound. Foe takes 5 hits/rnd. +6 hits. Foe is stunned and unable to parry next rnd.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits/rnd. Foe is at-10.	Minor forearm wound. Foe is stunned next rnd. +2 hits, is at -10 and takes 2 hits/rnd.	Forearm wound. Foe takes 2 hits/rnd and is at -10. +3 hits. Foe is stunned for 2 rnds.	Forearm wound. Foe takes 3 hits/rnd and is at -10. +3 hits. Foe is stunned for 2 rnds.	Forearm wound. Foe takes 3 hits/rnd and is at -15. +5 hits. Foe is stunned for 2 rnds.
66	Strike through foe's shield shoulder. Arm is useless. Add +10 to your next attack. Foe is stunned for 3 rnds.	Strike shatters elbow in foe's weapon arm. +3 hits. Arm is useless. Foe is stunned 4 rnds and cannot parry for 2 rnds.	Strike shatters foe's knee. Foe is knocked down. is at -90, and stays down for 3 rnds. Foe is unable to parry 2 rnds.	Strike to side of head. Foe is knocked out for 6 hours. +10 hits. If foe has no helm, you kill him.	Strike through both of foe's lungs. Foe drops and passes out. Foe dies in 6 rnds. Add +10 to your next attack.
67-70	Strike foe's neck. +5 hits. Foe is stunned for 3 rnds and cannot parry next rnd.	Strike to foe's neck. Foe takes 3 hits/rnd and is at -5. Foe is stunned for 2 rnds.	Strike foe's neck. Foe is stunned for 4 rnds and cannot parry for 2 rnds. Add +15 to your next attack.	Strike foe in shoulder. +3 hits. Foe is stunned and unable to parry for 2 rnds. Foe is at -20.	Strike to foe's shoulder severs muscle and tendons. Arm is useless. Foe takes 3 hits/rnd. Foe is stunned for 6 rnds.
71-75	Strike to lower leg tears tendons. Foe is at -25. +3 hits. Foe is stunned and unable to parry next rnd.	Strike to foe's calf slashes muscle. Foe is at -40. +3 hits. Foe is stunned and unable to parry for 2 rnds.	Strike to lower leg slashes muscle and tendons. Foe is stunned and unable to parry for 2 rnds. +5 hits. Foe is at -50.	Strike to lower leg slashes muscle and tendons. Foe is at -50, +6 hits. Foe is stunned and unable to parry for 2 rnds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rnds. Sever muscle. Foe is at -75.
76-80	Strike to foe's upper arm. +3 hits. Foe takes 3 hits/rnd and is at -25. Foe is stunned for 2 rnds.	Strike through muscle in foe's shield arm. Foe is at -30 and takes 3 hits/rnd. Foe is stunned for 3 rnds.	Strike to shield arm tears muscle and tendons. Foe takes 3 hits/rnd, fights at -25. Foe is stunned 6 rnds.	Strike to shield arm. Arm is useless. Foe is stunned for 6 rnds. Foe takes 3 hits/rnd. +12 hits.	Strike foe is weapon arm, bone is broken. Foe is stunned and unable to parry for 3 rnds. +10 hits.
81-85	Side wound. Foe takes 5 hits per rnd and is stunned for 6 rnds. Add +20 to your next attack.	Side wound. +6 hits. Foe takes 5 hits/rnd. Foe is at -25. Foe is stunned and unable to parry for 3 rnds.	Side wound. +6 hits. Foe takes 5 hits/rnd. Foe is at -25. Foe is stunned and unable to parry for 3 rnds.	Major abdominal wound. Foe takes 6 hits /rnd. +10 hits. Foe is stunned and unable to parry for 3 rnds. Foe is at -20.	Strike through foe's back severs a vein. Foe is stunned and unable to parry for 12 rnds., then dies.
86-90	Strike foe in back. Foe is at -20 and takes 3 hits/rnd. Foe is stunned and unable to parry 2 rnds.	Strike to back of head. If foe has no helm, he dies. If foe has a helm, +6 hits and foe is down for 2 rnds.	Strike to back of head. If foe has no helm, he dies. If foe has a helm, +6 hits and too is down for 2 rnds.	Strike through roe's kidneys. Foe drops. +9 hits. Foe dies after 6 rnds of very intense agony.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rnds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits/rnd, hears at -50. Foe is stunned and not able to parry for 2 rnds.	Strike through foe's hip. Foe takes 3 hits/rnd. +5 hits. Foe is stunned next rnd. Foe is at -25.	Strike through foe's chest severs a vein. Foe drops immediately and dies in 9 rnds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rnds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rnds and then dies.
96-99	Strike foe's nose, leaving a permanent scar. Foe takes 3 hits/rnd. Foe is stunned and unable to parry 3 rnds.	Strike through foe's cheek. Foe drops and dies after 9 rnds of incapacity. Add +20 to your next attack.	Strike through foe's neck breaks backbone and severe spine. Foe is paralyzed from the neck down —permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rnds. Foe is down and out.	Shot through heart send foe reeling back 10' to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck severs vein and artery. Foe cannot breath. Foe drops and dies of a massive heart failure.	Strike through foe's eye. Foe dies instantly. Add +10 to all friendly attacks within 30' next rnd.	Shot through both ears proves effective. Foe dies instantly. Add +20 to your next 6 attacks. Pretty shot.	Strike through brain makes life difficult for foe. You have a half rnd left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to our next attack. Carry on.

CT-06 Slash Critical Strike Table

	A	B	C	D	E
01-05	Zip.	Weak strike. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+2 hits.	+3 hits	+4 hits	Unbalance foe. +5 hits. You have initiative next rnd.
11-15	You have initiative next rnd. +1 hit.	Glancing blow to side. +3 hits. You have initiative next rnd.	Blow to foe's side. +6 hits. You have initiative next rnd.	+3 hits. Foe must parry next rnd.	+4 hits. Foe must parry next rnd.
16-20	Foe must parry next rnd. +1 hit.	Blow to side. +2 hits. Foe must parry next rnd at -10.	Blow to side. +4 hits. Foe must parry next rnd -20.	Minor side wound. Foe at -10. +2 hits. Receive initiative next rnd.	Stun foe for 1 rnd. Foe may not parry. Add +10 to your next swing.
21-35	Foe must parry next rnd. +2 hits. Add +10 to next swing.	Foe must parry next rnd at -20. +2 hits.	You break foe's rib. +3 hits. Foe is stunned next rnd.	Strike to side. Foe is stunned for next rnd and cannot parry. +3 hits.	Foe receives minor side wound, fights at -10 and takes 1 hit/rnd, +3hits.
36-45	Minor calf wound. Foe receives 1 hit/rnd.	Minor calf wound. Foe takes 1 hit/rnd. +2 hits.	You slash foe's leg. Foe takes 2 hits/rnd. +2 hits.	Slash foe's upper leg. +3 hits. Foe takes 2 hits/rnd.	Blow to foe's upper leg. If foe has leg armor +5 hits. If foe has no armor, +3 hits and +3 hits/rnd.
46-50	Blow to foe's back. +2 hits. Foe must parry next rnd at -30.	Blow to foe's back. Foe must parry next rnd at -30. +4 hits.	Blow to foe's back stuns foe for 1 rnd. Foe takes 1 hit/rnd. +3 hits. Foe cannot parry for 1 rnd.	Strike foe's lower back. Foe may not parry and is out next round. +3 hits. Foe takes 2 hits/rnd.	Strike to foe's lower back. Foe may not parry and is out next rnd. +4 hits. Foe takes 3 hits/rnd.
51-55	Blow to foe's chest. Foe must parry next round -25. Wound gives 1 hit/rnd. +2 hits.	Minor chest wound. Foe takes 1 hit/rnd and must parry next 2 rnds. +3 hits. Foe fights at -5.	Minor chest wound. +4 hits. Foe takes 2 hits/rnd and fights at -10. Foe must parry next rnd.	Medium chest wound. +5 hits. Foe takes 3 hits/rnd, fights at -15, and must parry next rnd.	Chest wound. Foe takes 4 hits/rnd, is at -10, and is stunned 2 rnds. +6 hits.
56-60	Minor thigh wound. Foe takes 2 hits/rnd and must parry next rnd. +3 hits.	Minor thigh wound. Foe takes 2 hits/rnd. +4 hits. Foe must parry next 2 rnds.	Minor thigh wound. Foe takes 2 hits/rnd. +5 hits. Foe is stunned next rnd.	Medium thigh wound. +6 hits. Foe takes 2 hits/rnd and is stunned 2 rnds.	Thigh wound. Foe is stunned for 2 rnds. +8 hits. Foe takes 5 hits/rnd.
61-65	Minor forearm wound. +3 hits. Foe takes 2 hits/rnd and is at -10.	Minor forearm wound. Foe is stunned next rnd, takes 2 hits/rnd and is at -10. +4 hits.	Medium forearm wound. +4 hits. Foe takes 3 hits/rnd, is at -10, and is stunned next rnd.	Medium forearm wound. +4 hits. Foe takes 3 hits/rnd, is at -10, and is stunned next 2 rnds.	Forearm wound. Foe is stunned for 2 rnds. +6 hits. Foe takes 3 hits /rnd and is at -15.
66	Shatter foe's shield arm shoulder. Arm is useless. +10 next swing. Foe is stunned 3 rnds. +9 hits. Your initiative.	Shatter foe's weapon arm elbow. +8 hits. Foe is stunned for 4 rnds and cannot parry for 2 rnds.	Shatter foe's knee. Foe is knocked down. +6 hits. Foe at -90 and is down for 3 rnds and cannot parry.	You knock foe out for 6 hours with a strike to side of head. +15 hits. If foe has no helm, you kill him instantly.	Sever foe's weapon arm. +12 hits. Foe expires in 12 rnds, drops immediately. Add +10 to your next swing.
67-70	Slash foe's neck. +6 hits. Foe is stunned for 3 rnds and cannot parry next rnd.	Blow to foe's neck . Foe takes 3 hits/rnd and fights at-5. Stun foe for 2 rnds. +7 hits.	Slash foe's neck. Foe is stunned 4 rnds and cannot parry next 2 rnds. +8 hits. +10 next rnd.	Slash muscle in foe's shoulder. +5 hits. Foe is stunned 3 rnds, and is at -20. Add +10 to your next swing.	Slash tendons and crush the bone in foe's shield shoulder. Arm is useless and foe takes 2 hits/rnd. Foe is stunned for 4 rnds.
71-75	Slash tendons in foe's lower leg. Foe at-30 and takes 2 hits/rnd. +4 hits. Stun foe for 2 rnds. Poor sucker.	Slash muscle in foe's calf. Foe is stunned for 3 rnds and cannot parry next rnd. +6 hits. Foe at -40.	Slash muscle and tendons in foe's lower leg. Foe is stunned for 2 rnds and cannot parry. +7 hits. Foe at -45.	Slash muscle and sever tendons in foe's lower leg. Foe is stunned for 3 rnds and cannot parry for next 2 rnds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +8 hits. Foe is stunned for 6 rnds.
76-80	Slash foe's upper arm. +5 hits. Foe takes 3 hits/rnd and is at -25. Foe is stunned and unable to parry 2 rnds.	Slash muscle in foe's shield arm. Foe is at -30 and takes 3 hits/rnd. Stunned and unable to parry for 2 rnds. +6 hits.	Slash muscle and tendons in foe's shield arm. +9 hits. Foe takes 4 hits/rnd and arm is useless. Foe is stunned 6 rnds.	Slash muscle and tendons in foe's weapon arm. Arm is useless and foe is stunned 4 rnds. Foe cannot parry next 2 rnds. +10 hits.	Slash tendons and break bone in foe's shield arm. Arm is useless. +12 hits. Foe is stunned and unable to parry for next 3 rnds.
81-85	Slash foe's side. +6 hits and a major wound. Foe takes 6 hits/rnd and is stunned 5 rnds. Add +20 to your next swing.	Slash foe's side. +7 hits and a major wound. Foe takes 6 hits/rnd. Foe is stunned and cannot parry for next 2 rnds.	Strike to foe's side. +8 hits. Foe takes 4 hits/rnd and is at -20. Foe is stunned and cannot parry for next 2 rnds.	Major abdominal wound. +10 hits. Foe takes 8 hits/rnd, is stunned for 4 rnds, and is unable to parry for next 2 rnds. Foe at -10.	Sever opponent's hand. +5 hits. Foe is stunned and unable to parry for next 12 rnds. Foe then dies.
86-90	Slash foe's back. +8 hits. Foe is stunned and cannot parry for 2 rnds. Foe takes 2 hits/rnd and is at -10.	Strike to back knocks foe down. Foe is stunned and unable to parry for 3 rnds. +10 hits. Foe takes 3 hits/rnd.	Blast to back breaks bone and knocks foe down. +9 hits and foe at -10. Foe is stunned and unable to parry for 4 rnds.	Sever opponent's hand. +6 hits. Foe is stunned for 6 rnds, unable to parry. Foe then drops and dies 6 rnds later.	Sever foe's leg. +15 hits. Foe drops and lapses into unconsciousness. Foe dies in 9 rnds. Add +10 to your next swing.
91-95	Cut off foe's ear. +3 hits. Foe takes 3 hits/rnd and hears at -50. Foe is stunned 3 rnds and unable to parry next rnd.	Strike to foe's hip. +7 hits and foe is stunned 3 rnds. Foe cannot parry next rnd and fights -20. Add +10 to your next swing.	Sever foe's leg. Foe drops immediately and dies in 6 rnds due to shock and blood loss. +20 hits.	Sever foe's weapon arm. Foe is stunned and unable to parry for next 9 rnds. Foe then dies. +15 hits.	Sever foe's spine. +20 hits. Foe collapses in a second, and is paralyzed from the neck down permanently.
96-99	Slash foe's nose. Minor wound. +2 hits and a permanent scar. Foe takes 2 hits/rnd and is at -30. Foe stunned 6 rnds.	Strike to foe's head and neck breaks skull and causes massive brain damage. Foe drops and dies in 6 rnds. +20 hits.	Sever foe's shield arm. Foe is stunned and unable to parry for 20 rnds. +18 hits.	Slash foe's side. +20 hits. Foe dies in 3 rnds due to massive internal organ damage. Foe is down and unconscious immediately.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap —immediately.
100	Neck strike severs carotid artery and jugular vein. Foe's neck is broken. Foe dies in 1 rnd of intense agony.	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent during next rnd.	Destroy foe's eyes. +5 hits and foe is stunned and unable to parry for next 30 rnds.	Impale adversary in heart. +12 hits. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in foe 2 rnds.	Strike to foe's groin area. +10 hits. All vitals are destroyed immediately Foe is stunned and unable to parry for 12 rnds and then dies.

CT-07 Tiny Critical Strike Table

	A	B	C	D	E
01-05	Dubious strike. +0 hits.	Not enough, +0 hits.	Real weak. +0 hits.	HA!	+1 hit.
06-10	Zip.	No bonus, +0 hits.	Nothing extra.	+1 hit.	+2 hits.
11-15	Looking bad. +0 hits.	+1 hit.	+1 hit.	+1 hit.	+2 hits.
16-20	+1 hit.	+1 hit.	+1 hit.	+2 hits.	Cutting strike. +2 hits and foe takes +1 hit/rnd.
21-35	+1 hit.	+2 hits.	+2 hits.	+3 hits.	Minor calf wound, +2 hits and foe takes +1 hit/rnd.
36-45	Cruel blow. +2 hits.	+3 hits.	Light wound. +2 hits and foe takes +1 hit/rnd.	Leg strike. If foe has no leg armor, +5 hits and he takes +1 hit/rnd.	Leg hit. +3 hits and foe takes +1 hit/rnd.
46-50	Poor follow through. You lose a claw and fight at +5 for 2 rnds. Foe takes +4 hits.	+3 hits.	+4 hits.	Mild puncture. +3 hits and foe takes +1 hit/rnd.	Lower back strike. +5 hits. Foe must parry next rnd and takes +1 hit/rnd.
51-55	Leaping chest strike yields +3 hits.	Light wound. Foe takes +1 hit per rnd. +3 hits.	Slight chest wound. Foe takes +2 hits per rnd. +4 hits.	Slash foe's lower chest. If foe has no metal chest armor, +5 hits and +3 hits/rnd.	Chest strike. +6 hits and foe is forced to parry next rnd. Foe takes +2 hits/rnd.
56-60	Light thigh wound. Foe takes +1 hit/rnd. +1 hit.	Thigh strike, but no real penetration. +6 hits.	Mild thigh wound stuns foe next round. +4 hits and foe takes +2 hits/rnd.	Thigh strike stuns foe for next round. +6 hits and foe takes +2 hits/rnd.	Thigh wound. Foe is stunned for next round. +7 hits and foe takes +3 hits/rnd.
61-65	Forearm wound. Foe takes +2 hits/rnd. +2 hits.	Raking forearm strike leaves nasty scar. Foe takes +2 hits/rnd. +3 hits.	Forearm strike. Foe is forced to parry for 2 rnds. +3 hits and foe takes +2 hits/rnd.	Forearm wound. Foe must parry for 2 rnds. +5 hits. Foe takes +2 hits/rnd. Add +10 to your next roll.	Forearm strike. Foe is stunned next rnd and you have initiative next 2 rnds. Foe takes +3 hits/rnd. +6 hits.
66	Leg strike. Foe is stunned and unable to parry next rnd. +4 hits. Foe takes +2 hits/rnd.	Calf strike. Foe tears muscle, is stunned 2 rnds, and is at -20. +5 hits.	Bizarre wrist strike disarms foe. +4 hits. Foe is stunned next rnd. Add +10 to your next roll.	Astounding head strike. If foe has a helm, +4 hits. If not, +7 hits and foe is unable to parry for 6 rnds.	Bizarre strike to eyes destroys 1 eye and blinds the other eye for 2 days. Foe is at -95 and is stunned for 24 rnds.
67-70	Shoulder strike. Foe takes +1 hit/rnd and must parry next round. +3 hits.	Upper chest strike. Foe is stunned next round. +4 hits. Foe takes +1 hit/rnd.	Strike to foe's shoulder. Foe takes +2 hits/rnd. +5 hits. Foe is stunned next rnd at -20.	Upper arm strike. Foe stunned and unable to parry next rnd. Foe takes +2 hits/rnd. +6 hits.	Inspired shoulder strike tears muscle. Foe is stunned and unable to parry next rnd. Foe is at -20. +7 hits.
71-75	Lower leg strike. If foe has leg armor, +1 hit. If not, foe takes +4 hits and +2 hits/rnd. Foe has initiative next rnd.	Strike to lower leg. If foe has leg armor, +3 hits. If not, foe takes +6 hits, +2 hits/rnd, and must parry next 2 rnds.	Calf strike. Slash muscle. Foe is at -20. Wound gives foe +2 hits/rnd, and stuns him for 2 rnds.	Lower leg strike. If foe has leg armor, +3 hits and he is stunned next rnd. It not, foe is stunned 2 rnds, is unable to parry next rnd.	Vicious leg wound. Foe takes +4 hits/rnd and is stunned 3 rounds. +5 hits.
76-80	Weak, but precise strike to foe's arm. Foe takes +1 hit/rnd and is stunned next rnd. +3 hits.	Strong, but imprecise arm strike. Foe takes +2 hits/rnd and is at -15. +5 hits.	Forearm strike slashes muscle and tendon. Foe fights at -25, takes +2 hits/rnd, and is stunned 2 rnds. +5 hits.	Arm strike tears muscle and tendon. Foe fights at -25, takes +2 hits/rnd, and is stunned 3 rnds. +5 hits.	Arm strike gives foe a troublesome wound. Foe is stunned and unable to parry for 2 rnds and takes 3 hits/rnd.
81-85	Strike to foe's face. +4 hits. Foe is stunned next rnd and takes +2 hits/rnd.	Flying face strike. If facial armor, +2 hits and foe must parry next rnd. If not, foe takes +3 hits/rnd and stunned for 3 rnds.	Head strike. If foe has helm, +3 hits and he is stunned next rnd. If not, foe has a nasty scar, takes +3 hits/rnd, and is at -40.	Acrobatic face strike. If facial armor, +5 hits. If not, foe's nose torn and he takes +3 hits/rnd, is stunned 3 rnds, and is at -40.	Head strike. If foe has helm, +4 hits and he is stunned next rnd. If not, foe takes +3 hits/rnd, fights at -25, and is stunned 9 rnds.
86-90	Sudden, well-placed blow. Foe is stunned for 2 rnds. +6 hits.	Slash foe's neck. Foe takes +2 hits/rnd and is stunned for 3 rnds. +5 hits.	Shoulder strike spins foe. Foe is stunned and unable to parry 2 rnds. +6 hits.	Strike to foe's weapon arm. Foe is disarmed and stunned next rnd. +5 hits.	Upper thigh wound tears muscle. Foe is at -40 and takes +3 hits /rnd. +4 hits. Foe is stunned for 3 rnds, unable to parry 1 rnd.
91-95	Leaping head strike. If foe has helm, +3 hits and foe is stunned next rnd. If not, foe is at -30 and stunned 2 rnds. Ear torn.	Wrist strike. +2 hits/rnd. Foe is stunned for 3 rnds and unable to parry next rnd. +5 hits.	Neck strike. Foe is stunned and unable to parry for 2 rnds and takes +2 hits/rnd. Foe fights at -20. +3 hits.	Well-timed attack tears muscle in thumb . Foe is disarmed, stunned and unable to parry 2 rnds. Foe fights at -50.	Dazzling leap knocks foe down. Foe is disarmed and unconscious. +9 hits.
96-99	Insulting strike to foe's nose. If foe has full helm, he is stunned 2 rnds. If not, foe has shredded nose, takes +3 hits/rnd, and is stunned 9 rnds.	Head strike. Foe is blinded by bleeding, takes +3 hits/rnd, and is stunned and unable to parry for 3 rnds. Foe at -40 while bleeding.	Slash foe's Achilles tendon. Foe is knocked down and is stunned and unable to parry for 3 rnds. Foe takes +1 hit/rnd, operates at -75.	Strike to foe's eyes. If foe has full helm, he is blind and at -95 for 1 week. If not, foe loses 1 eye and is blind in the other...and at -100.	Head strike knocks foe down. Foe has massive concussion and dies in 9 rnds due to shock and internal bleeding. Pitiful sight.
100	Strike to foe's eyes. If foe has full helm, he is stunned and unable to parry for 2 rnds. If not, foe loses 1 eye, is at -75, and is stunned and unable to parry for 3 rnds.	Slashing throat attack knocks foe down. Foe is stunned and unable to parry for 6 rnds, takes +3 hits/rnds, and fights -50.	Bizarre attack to foe's head causes foe to strike himself. Foe must roll on the "E" column on the crush critical strike table.	Strike to foe's eyes. +10 hits. Foe is stunned and unable to parry for 6 rnds, takes +2 hits/rnd, and is at -95. Blindness permanent.	Unbelievable neck strike knocks foe down. Vein and artery are severed. Foe takes +20 hits/rnd, dies after 6 inactive rnds.

CT-08 Unbalancing Critical Strike Table

	A	B	C	D	E
01-05	Nary a thing extra. +0 hits	Fairly weak. +0 zip.	Nope.	+1 hit.	+2 hits.
06-10	Sorry pal, maybe next time.	+1 hit	+2 hits.	+3 hits.	+5 hits.
11-15	Glancing strike. +3 hits.	Lame side strike. +4 hits.	Weak blow. +5 hits.	Back strike. +6 hits.	Blow to back. +7 hits.
16-20	Foe must parry next rnd.	Glancing side blow. +4 hits and foe must parry next rnd.	Side strike. Foe must parry next rnd. +5 hits.	Blow to foe's side. Foe is at -10 next rnd. +7 hits.	Side blow. Foe is at -20 next rnd. +8 hits.
21-35	On line, but weak. Foe must parry next rnd. +4 hits.	Foe is unbalanced and is at -20 next rnd. +5 hits.	Chest strike. Foe is stunned next rnd. +6 hits.	Blow is weak but stuns foe for next rnd. +8 hits.	Blow cracks ribs. Foe is stunned and at -10 next rnd. +9 hits.
36-45	Break foe's concentration. You have initiative next rnd. +4 hits.	Leg strike unsteadies foe. +5 hits. You have initiative next rnd. Foe is at -5 for 2 rnds.	Blow to leg. Foe is at -40 next rnd. +5 hits.	Calf strike. Foe's hurt muscle impairs maneuvers by -25. You have initiative next rnd. +7 hits.	Hard, glancing blow to leg. If leg armor, +10 hits. If not, +12 hits and foe stunned 2 rnds.
46-50	Back strike. +5 hits. Foe must parry next rnd at -10. Good, glancing shot.	Back hit forces foe to parry next rnd at -20. +5 hits.	Lower back strike. Foe reels and is stunned and unable to parry next rnd. +5 hits.	Blow to back spins foe. +8 hits and foe is stunned and unable to parry next rnd.	Strong back blow staggers foe. +12 hits. Foe is stunned and is unable to parry next rnd.
51-55	Chest strike knocks foe back. Foe must parry next rnd at -20. +5 hits.	Blow stuns foe for next rnd. +5 hits.	Blast staggers foe. +6 hits and foe is stunned and unable to parry next rnd.	Chest strike takes wind out of foe. +10 hits. Foe is stunned and unable to parry next rnd.	Foe is knocked down. +12 hits. Foe is stunned and sadly unable to parry next rnd.
56-60	Glancing leg strike. If foe has leg armor, +5 hits. If not, +7 hits and foe is stunned next rnd.	Thigh strike bruises foe. +6 hits. Foe is forced to parry at -30 next rnd.	Calf strike. If leg armor, +7 hits. If not, +9 hits, foe is stunned 2 rnds, and at -10.	Thigh strike. +12 hits. Foe is stunned for 2 rnds. You have initiative next 3 rnds.	Glancing strike to leg. Foe is stunned for 3 rnds. +14 hits.
61-65	Arm strike. Foe is stunned for next rnd. +6 hits.	Forearm strike disarms foe. +6 hits.	Shoulder strike disarms foe and leaves foe stunned for 2 rnds. +6 hits.	Arm strike disarms foe. Foe is stunned for 2 rounds. Add 20 to next action. +7 hits.	Blow to shoulder spins foe. +13 hits. Foe is stunned and unable to parry for 2 rnds.
66	Shoulder strike sends foe spinning. +7 hits. Foe is stunned and unable to parry for 2 rnds while regaining bearings.	Elbow strike numbs foe's forearm. +8 hits. Foe drops his weapon and is stunned and unable to parry 2 rnds.	Knee strike knocks foe down. +9 hits. Foe is at -80 due to broken knee and is stunned and unable to parry 3 rnds.	Hard hit strike. If foe has helm, he is knocked back 10' and stunned for 6 rnds. If not, foe is knocked out for 24 hours.	Foe is knocked down and is unconscious. +30 hits.
67-70	Chest strike unbalances foe. +6 hits. Foe is unbalanced and fights at -50 for 2 rnds.	Blow to foe's chest. +7 hits. Confused foe is stunned and unable to parry next rnd.	Strike to chest. Foe is at -20 due to broken ribs. +8 hits. Foe is stunned for 2 rnds.	Shoulder strike spins foe. +10 hits. Foe is at -25 due to a broken collar bone and is stunned and unable to parry next rnd.	Shoulder blast knocks foe down. Foe is stunned and unable to parry for 2 rnds and is at -10 due to minor fracture.
71-75	Blow to foe's lower leg. Foe is stunned for 2 rounds. +7 hits.	Blow bruises foe's calf. Foe is stunned next round. +9 hits. Foe is at -10.	Bruise foe's leg. +10 hits. Foe is stunned and unable to parry next round. Foe operates at -20.	Blow break foe's leg. Foe moves at -75. +12 hits. Foe is stunned and unable to parry next rnd.	Hard blow to foe's thigh knocks foe down. +15 hits. Foe stunned and unable to parry 3 rnds.
76-80	Blow to shield arm. If foe has a shield, it is torn away and +8 hits. If not, +12 hits and foe is stunned for 2 rnds.	Strike to foe's shield arm. Foe is stunned for 2 rnds and is knocked backwards 5'. +10 hits. Foe is at -10.	Strike to foe's weapon arm. Foe is knocked back 5' and is stunned for 3 rnds. +11 hits. slight fracture. Foe is at -25.	Strong blow to foe's weapon arm. Foe is knocked back 10'. +10 hits. Foe is at -25 and drops weapon. Foe is stunned for 3 rnds.	Strike to foe's shield arm. Foe stumbles back 3' and falls down. +15 hits. Foe is stunned and unable to parry for 4 rnds and is disarmed.
81-85	Side strike. +12 hits. Foe is stunned and unable to parry next rnd. Add +10 to your next roll.	Blow to foe's side. Foe is knocked sideways 3' and is stunned for 3 rnds. +15 hits.	Shot to side knocks foe 5' sideways. Foe drops anything carried in shield hand (and any shield) and is stunned for 6 rnds.	Strike to foe's shield side knocks foe 5' sideways. Foe breaks ankle and falls down. Foe is at -50. +11 hits.	Awesome side shot sends foe sideways. Foe breaks leg and rolls 5'. Foe is at -50, is stunned and unable to parry 6 rnds.
86-90	Blow to back. Foe stumbles 5' sideways and it stunned for 3 rnds. +13 hits. Add +20 to your next roll.	Strike to foe's back knocks foe sideways 10'. +12 hits. Foe is stunned and unable to parry for 2 rnds.	Precise back strike knocks foe down. Foe is disarmed and stunned for 6 rnds. +14 hits. Add +20 to your next roll.	Brutal back strike knocks foe down. +12 hits. Foe is disarmed and stunned and unable to parry for 4 rnds.	Cruel head strike.. Foe sees stars. +20 hits. Foe is knocked 10' backwards and is stunned and unable to parry 12 rnds.
91-95	Head strike breaks foe's nose. If foe has helm, he is stunned 3 rnds. If not, foe is knocked out for at least 2 hours.	Blow to side of foe's head crushes ear area. Foe is stunned for 6 rnds. +9 hits. Foe is at -50 for 3 weeks; impaired balance.	Side strike spins foe 10' sideways. Foe must roll on appropriate fumble table next 3 rnds. +8 hits.	Strike to foe's arm. If foe has shield, he loses it and take +10 hits. If not foe's arm is useless and he is stunned for 9 rnds.	Blow to foe's shield shoulder. If foe has shield, he is stunned 6 rnds. If not, he is knocked down, has a useless arm, passes out.
96-99	Nicely placed strike sends foe sprawling on his face. +10 hits. Foe is stunned and unable to parry for 3 rnds.	Side strike causes foe to stumble to an embarrassing prone position. Foe in stunned and unable to parry 6 rnds.	Smooth and snazzy strike sends foe to his knees. If foe was using 1-hand weapon, it is thrown backwards 10'. Foe is stunned 24 hours.	Strike to foe's head sends him 10' backwards. If helmed, +9 hits, the helm is destroyed, and foe stunned 6 rnds. If not, foe is in a coma for 4 weeks.	Pinpoint strike breaks foe's neck. Foe falls back 5' spins, and stumbles to the ground. Foe dies of shock and suffocation in 3 rnds.
100	Brutal hip strike knocks foe down, tears tendon and shatters joint. Foe stunned and unable to parry for 9 hours. Leg useless, foe is at -90.	Inspired back strike sends foe flying 10' and onto his face. Severe nerve damage. Foe is paralyzed from waist down.	Upper chest strike knocks foe 10' sideways. Foe falls down and breaks both arms. Foe is sent into a 2 month coma.	Savage blow to foe's head knocks foe down. Foe falls into coma and dies in 12 rnds due to severed vein. Add +20 next roll.	Frightening strike to foe's temple knocks foe back 20'. Foe dies instantly. Add +20 to your next 3 rolls. Be kind now.

CT-09 Large Critical Strike Table

	Normal	Magic	Mithril	Holy Arms	Slaying
01-05	+12 hits. Your weapon breaks. You are upset.	+15 hits. You fumble your weapon and must parry next rnd. Good luck pal.	+18 hits you move poorly and yield the initiative next rnd.	+20 hits. Flat blow. Subtract 10 from your next swing.	+5 hits.
06-10	+3 hits.	+4 hits.	+5 hits.	+9 hits.	+10 hits.
11-20	+6 hits.	+8 hits.	+9 hits.	+12 hits.	+15 hits.
21-30	+9 hits.	+10 hits.	+12 hits.	+15 hits.	+20 hits.
31-40	+12 hits.	+15 hits.	+20 hits.	+25 hits.	+30 hits.
41-50	+15 hits.	+18 hits.	+25 hits.	+30 hits.	Light wound. +12 hits. Foe takes 5 hits/rnd and is forced to parry 1 rnd. Add +10 to your next swing,
51-65	+20 hits.	+25 hits.	+30 hits.	Light wound. +10 hits. Foe takes 3 hits/rnd and is forced to parry next rnd. You have initiative for 3 rnds.	Hard flat swing. +15 hits and foe is staggered. Foe is stunned and unable to parry for the next rnd.
66	Well placed strike to foe's neck severs the jugular vein. +15 hits. Foe dies in 6 rnds, and is inactive until then.	Vicious strike to abdominal region destroys a variety of important organs. Foe drops and dies in 3 rnds. +30 hits.	Strike to foe's heart. +12 hits and foe dies instantly. Add +10 to your next swing. Very clean kill.	Inspired strike that catches foe between the eyes. +20 hits. Foe dies instantly. You have 1/2 a rnd left to act.	Strike through foe's ear destroys brain. Foe dies immediately. Add +10 to all friends' swings next rnd.
67-70	+25 hits.	+30 hits.	Light wound. +15 hits. Foe is stunned for 2 rnds and fights at -20. Add +10 to your next swing.	Hard strike. +20 hits. Foe is stunned and unable to parry for 2 rnds. Add +10 to next swing.	Brutal strike through foe's heart. +20 hits. Foe dies immediately. Add +10 to your next swing.
71-80	+30 hits.	Light wound. +13 hits. Foe is stunned for 3 rnds and is unable to parry for the next rnd.	Hard blow. +20 hits. Foe is stunned and unable to parry for 2 rnds. Foe takes 3 hits /rnd due to light wound.	Strike to foe's leg. +9 hits. Foe is stunned and unable to parry for 1 rnd. Foe is at -10, takes 3 hits/rnd.	Shatter shoulder in foe's weapon arm. +15 hits. Foe is stunned for 3 rnds. Arm is quite useless.
81-90	Strong blast staggers foe. +20 hits. Foe is stunned and unable to parry for 2 rnds. Add +5 to next swing.	Hard blow stuns foe for 3 rnds. Foe is unable to parry next rnd. +22 hits. Add +10 to your next swing.	Strike to foe's leg. +15 hits. Foe is stunned for 2 rnds and fights at -20. Foe takes 2 hits/rnd.	Strike to foe's forehead. If foe has no helm, you kill him. if foe has a helm, you knock him out. +30 hits.	Strike to foe's chest destroys the heart. +25 hits. Foe dies immediately. Add +15 to your next swing.
91-95	Fine strike to foe's leg. +18 hits. Foe takes 5 hits/rnd and is at -10. Foe is stunned for 3 rnds.	Strike foe in face. +5 hits. Foe takes 3 hits/rnd and fights at -25. Add +20 to your next swing.	Strike foe in head. +30 hits and foe is knocked out. Add +10 to all friendly swings next round. Fine shot.	Cruel strike to foe's chest severs a vein. Foe is stunned for 2 rnds, falls into unconsciousness, then dies after 6 rnds.	Sever an artery in foe's leg. +10 hits. Foe dies after 12 sad rnds of inactivity.
96-98	Strike foe in heart. Foe dies instantly and falls upon you. You then take 20 hits and are pinned for 6 rnds.	Strike foe through both lungs. Foe dies in 3 rounds. Your weapon is stuck in foe for 12 rnds. +25 hits.	Strike foe in nose and drive bone into brain. Foe dies instantly and you have a half rnd to act. Clean kill.	Strike through foe's ear drops sucker.+15 hits. Foe dies next rnd. Add +25 to your next swing.	Shatter foe's skull. +30 hits. Foe dies instantly. A piece of foe's skull sails straight back to 10 feet. Not pretty.
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rnds. +24 hits. Add +20 to all friendly swings next rnd.	Hard but flat strike. Foe takes +35 hits, is stunned for 1 rnd, and is unable to parry. Your weapon breaks in half.	Strike foe in neck. +20 hits. Foe is stunned and unable to parry for 6 rnds - then dies. Your weapon is stuck 2 rnds.	Blind for cleanly. Foe is stunned and unable to parry for 2 rnds. +5 hits. Foe is at -100. Precision surgery.	Strike foe through cheek. Foe dies immediately. +15 hits. Unfortunately, your weapon is stuck in the bone for 2 rnds.
101-150	Awesome strike. +50 hits. Foe is stunned for 3 rnds and is unable to parry. Foe fights at -25.	Strike to side of foe's head knocks foe out. +20 hits. Foe is out for at least 3 hours. Add +10 to your next swing.	Strike to foe's chin shatters jaw and knocks foe out. +60 hits and foe is in a coma foe 30 days.	Shatter foe's knee. Foe takes 2 hits per round, fights at -30, and is stunned for 3 rnds.	Sever a vein in foe's forelimb. Foe is stunned and unable to parry for 6 rnds. Foe then falls dead. +20 hits.
151-175	Strike drives bone into kidneys and liver. Foe falls, taking 40 hits. Foe then dies —pity.	Strike drives shattered remnants of foe's jaw into the brain. Foe dies instantly. You have 1/2 rnd left to act.	Strike to foe's abdomen destroys a variety of important organs. Foe drops and dies after 6 rnds. +30 hits.	Smooth strike through foe's cheek. +10 hits. Foe dies immediately. You have a half rnd left in which to act.	Strike through foe's neck. Foe dies instantly. +25 hits. Add +10 to your next swing. Fine piece of work.
176-200	Strike to bowels destroys foe's abdominal areas. Foe falls and dies after 12 rnds. +35 hits. Add +15 to your next swing.	Strike through foe's ear kills foe with ease. +10 hits. Add +20 to the swings of all nearby allies next rnd.	Strike severs and artery in foe's leg. Foe fights at -20 for 2 rnds, then drops. Foe is then inactive and dies after 6 rnds.	Strike severs foe's spine. +20 hits. Foe drops immediately and is paralyzed from the waist down.	Strike foe through the eye. Foe dies immediately. +15 hits. +20 to your next swing. You have a half rnd to act.
201-250	Blow to foe's forelimb severs a vein and stuns foe for 6 rnds. Foe drops on round 7. passes out, then dies. +15 hits.	Strike severs foe's spine. +15 hits. Foe is paralyzed from the neck down. Sadly, your weapon breaks in half.	Strike to foe's heart. +20 hits foe dies instantly. Add +15 to all friendly swings for the next 2 rnds of action.	Strike to foe's heart. +25 hits. Foe dies. Add +20 to all friendly swings for the next 3 rnds of action.	Strike carries all the way through foe's head. Foe dies instantly. The action carries onto any nearby opponent this rnd.
251 +	Extremely hard but flat swing. +35 hits. Foe is stunned and unable to parry for 3 rnds. Unfortunately, you knock yourself out.	Strike through foe's eye proves fatal. Foe dies immediately. +20 hits. Add +25 to your next swing.	Blind roe with vicious crossing strike. Foe is at -100 and is upset. +10 hits and foe is quite stunned for 6 rnds.	Strike through foe's ribs punctures a lung. +30 hits. Foe is knocked out. Your weapon is stuck for 6 rnds. Good luck.	Blind foe with precision strike across eyes. +6 hits. Foe is stunned and unable to parry for 24 rnds.

CT-10 Super Large Critical Strike Table

	Normal	Magic	Mithril	Holy Arms	Slaying
01-05	+10 hits, but your weapon breaks in half. Shoddy workmanship.	+10 hits, but you drop your weapon and it will take 2 rnds to get it back. Bum luck buddy.	+10 hits, but you fumble your weapon for remainder of rnd. You are stunned next rnd.	+10 hits, but you fumble your weapon for remainder of rnd. You must parry next rnd at -5.	+10 hits, but you must parry next round.
06-10	+2 hits.	+3 hits.	+4 hits.	+6 hits.	+8 hits.
11-20	+3 hits.	+4 hits.	+5 hits.	+8 hits.	+10 hits.
21-30	+4 hits.	+5 hits.	+6 hits.	+10 hits.	+12 hits.
31-40	+5 hits.	+6 hits.	+7 hits.	+12 hits.	+15 hits.
41-50	+6 hits.	+7 hits.	+8 hits.	+15 hits.	+18 hits.
51-65	+7 hits.	+8 hits.	+9 hits.	+18 hits.	+20 hits.
66	+20 hits.	Light wound. +12 hits. Foe takes 3 hits/rnd and fights at -10. Your weapon breaks.	Light wound. +15 hits foe takes 5 hits per rnd, fights at -10, and yields initiative next rnd.	Heavy wound. +20 hits. Foe is stunned and unable to parry next rnd. Foe fights -15 and takes 10 hits/rnd.	Strike foe's heart and kill sucker. Add +20 to your next swing you are, however, covered with foe's blood. +50 hits.
67-70	+8 hits.	+9 hits.	+10 hits,	+20 hits.	Heavy blow breaks bones in foe's upper body. +30 hits. Foe is stunned and unable to parry for 2 rnds. Flat strike.
71-80	+9 hits.	+10 hits.	+15 hits.	Light wound. +13 hits. Foe takes 5 hits/rnd, fights -10, and yields the initiative. Add +10 to your next swing.	Hard blow. +24 hits and foe fights at -20. Foe is stunned for 3 rnds and unable to parry. Foe takes 5 hits per rnd.
81-90	+10 hits.	+15 hits.	+20 hits.	Light wound. +12 hits. Foe takes 4 hits/rnd and must parry next rnd. Add +20 to your next rnd.	Heavy wound. Foe is stunned and unable to parry for 3 rnds. Foe takes 20 hits/rnd and fights at -25. +25 hits.
91-95	+15 hits.	+20 hits.	Light wound. +12 hits. Foe takes 4 hits/rnd and you have the initiative next 2 rnds. Add +10 next swing.	Hard blow. +25 hits. Foe is stunned for 2 rnds and is unable to parry next rnd. Foe takes 3 hits/rnd.	Strike to neck severs a variety of blood vessels and knocks foe down. Foe expires in 3 rnds due to shock. +35 hits. Nice...
96-98	Blow severs vein and artery. Foe is stunned for 12 rnds, drops, then dies. Awesome.	Massive blow to neck crushes bone and breaks spine. Foe dies in 1 rnd, but drops instantly. Add +25 to next swing.	Blow to lower skull area kills foe instantly. Foe staggers for 1 round before dropping. Add +20 to your next swing.	You cut foe's skull in half. Weapon is stuck in carnage for 6 rnds. Add +10 to all friendly swings for 6 rnds.	Strike drives bone through Foe's heart. Foe dies instantly, but your weapon is stuck in foe for 12 rnds. +40 hits.
99-100	Blow shatters bone. +30 hits and 10 hits/rnd due to compound fracture. Foe is at -25.	Strike foe in leg and sever vein. +25 hits. Foe drops in 2 rnds and dies. Foe can fight in the interim.	Crush bones in Foe's neck. 50% chance foe is paralyzed from neck down. 50% chance that foe is killed. You have a half rnd left to act.	Strike through heart kills foe. +20 hits. 25% chance foe falls on you out of spite.	Catch foe between the eyes and shatter the skull. Foe dies instantly. You have a half round to act. Add +25 to your next swing.
101-150	Light wound. +12 hits. Foe bleeds at 1 hit/rnd. Add +10 to your next swing.	Light wound. +13 hits and foe must parry next rnd. Foe takes 2 hits/rnd. Add +20 to your next swing.	Hard blow. +30 hits. Foe is stunned for 3 rnds and is unable to parry during next rnd. Add +10 to your next swing.	Serious compound fracture. +30 hits and foe is stunned, unable to parry, for 2 rnds.	Strike foe through leg and sever vein. Foe is stunned and unable to parry for 6 rnds. Foe then dies. +20 hits.
151-175	Blow cuts muscle and causes light wound. +20 hits. Foe is at -20 and takes 5 hits/rnd.	Blow stuns foe for 1 rnd and foe is unable to parry. +25 hits. Foe is at -20 and is quite upset.	Knock foe down. +25 hits. Foe is down and unable to parry for next 2 rnds. Add +10 to your next swing.	Knock foe down with a vicious blow. +40 hits. 50% chance of coma -- 50% chance foe is down and unable to parry 6 rnds.	Awesome blow knocks foe down. Foe breaks back and neck and suffocates in 12 rnds. +25 hits. Add +20 to next swing.
176-200	Blow cuts tendons. +15 hits and foe fights at -25. Add +20 to your next swing.	Knock foe down. +20 hits. Foe is down for 2 rnds and unable to parry. Add +25 to your next swing.	Heavy wound. +28 hits and foe is at -40. Foe is unable to parry and stunned for next 3 rnds. Foe takes 10 hits per rnd.	Strike severs vast number of blood vessels. +25 hits and foe is stunned, unable to parry, for 9 rnds. Foe is at - 25.	Strike through foe's eye hits home and rips through brain. +24 hits. Foe drops immediately and dies. Fine blast.
201-250	Blow shatters bone. +35 hits. Foe takes 10 hits/rnd, is stunned 2 rnds, and fights at -30.	Heavy wound. +35 hits and foe is stunned for 3 rnds, unable to parry. Foe fights at -40 and takes 10 hits/rnd.	Vicious blow to foe's leg. Foe takes 12 hits per rnd and fights at -50. Foe is stunned and unable to parry for 6 rnds. +30 hits.	Strike through foe's ear. +15 hits. Foe dies of massive brain damage in 3 rnds. Add +20 to your next swing.	Magnificent abdominal strike drops foe in a heap. +35 hits and foe dies of shock in 4 rnds. You are stunned next rnd.
251 +	Foe is blinded. +20 hits and foe fights at -100. Foe is stunned and unable to parry for 6 rnds.	Strike through foe's eye. You kill foe instantly. Add +20 to your next swing. 20% chance your weapon is stuck in foe for 3 rnds.	Awe inspiring strike drives bone through both lungs. Foe takes 100 hits, falls in a coma, and dies in 18 rnds.	Incredible strike severs an artery and vein and breaks foe's spine. +50 hits, falls, and dies after 2 rounds of agony.	Strike through side kills foe after a chain reaction of broken bones splinter. You are covered with foe's blood. +100 hits.

CT-11 Weapon Fumble Table

	Hand Arms (1-handed)	Hand Arms (2-handed)	Spear & Pole Arms	Mounted Arms	Thrown Arms	Bows
01-25	Lose your grip and the opportunity to get in an open blow. Maybe you will improve.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open strike.	Lose your grip. You elect not to attack because of lost control.	Lose your grip. You elect not to attack. Good choice.
26-30	Drop your weapon. It will take 1 rnd to draw a new one, or 2 rounds to recover old one.	Drop your weapon. It will take 2 rnds to draw new one or 4 rnds to recover old one.	Fumble your delivery. You lose the option to attack but you can still parry.	Fumble your delivery. You lose 2 rnds but can still parry.	You rumble your delivery and hang onto your weapon. Subtract 10 from your next attack.	One's ten thumbs just cannot handle loading. You lose your action for this rnd.
31-40	You slip with grace and lose the opportunity to get in the vital blow.	You slip into fog of mind. You lose 1 rnd in order to collect your thoughts.	You slip and are stunned for 1 rnd. All right, you just look clumsy. Try again.	You slip and lose your saddle position. You lose 2 rnds but can still parry.	You slip and lose 2 rnds to fully recover. You hold onto weapon and still parry.	You fumble your ammunition. You lose 2 rnds trying to recover. Real weak, kid.
41-50	Bad follow through. You lose your opportunity and give yourself 1 hit. Real weak.	Stumble over an unseen imaginary deceased turtle. You lose 2 rnds of offensive action but can parry.	Lose your grip and juggle weapon for 2 rnds. You can still parry. Your next swing is at -10.	Your mount rears and you are quite stunned for 2 rnds during the recovery.	You fumble your weapon after losing your grip. You are stunned for 3 rnds.	Break arrow and lose your cool. You find yourself out of 2 rnds of action.
51-60	You slip without grace and lose 2 rnds worth of opportunities. Good luck Pal.	Bad move. You lose 2 rnds of open swings. Fortunately, you can still parry.	You slip and almost fall. You are stunned and unable to parry for 2 rnds.	You lose your grip and fumble your weapon. You are stunned for 3 rnds.	Poor release. Weapon lands harmlessly 20' to the left of target.	Drop your arrow. You lose 2 rnds reloading. Try hand arms next time.
61-70	Lose your grip and juggle your weapon for 2 rnds. You can still parry.	Lose you grip and juggle your weapon for 2 rnds. You can still parry.	Lose your grip and juggle weapon for 3 rnds. Your next swing is at -10.	Your poor mount stumbles and you are stunned and unable to parry for 2 rnds.	Very poor release sends weapon off directly to the right. Reroll if someone lies in the new path.	Drop your bow. You lose 2 rnds while retrieving and reloading it.
71-80	Lose your grip and juggle your weapon for 2 rnds. Unfortunately, you cannot parry.	Very bad move. You are stunned and unable to parry for 2 rnds. Not good.	Fumble your follow-through. You lose 3 rnds. You are stunned for 2 rnds.	You break your weapon and lose 2 rnds while drawing a new one.	You slip and lose 3 rnds to fully recover. You hold onto weapon, but cannot parry.	Bowstring breaks. You lose 6 rnds while restringing bow or 2 rnds while drawing a new weapon.
81-85	You lose your "wind" and realise that you should relax and not swing for 2 rnds.	Lose your grip and juggle your weapon for 3 rnds. You can still parry.	Clumsy move. You are stunned and unable to parry for 3 rnds.	You drop your weapon in one of you lighter moments. Lose 2 rnds drawing a new one.	You drop your weapon. It will take 2 rounds to draw new one or 4 rnds to recover old one.	You fumble your weapon. You are stunned and quite unable to parry for the next 3 rnds.
86-90	Foe's smooth moves leave you stunned for 2 rnds. Hopefully, you will learn.	Incredibly bad move. You are stunned and unable to parry for 3 long rnds.	Drop your weapon. It will take 2 rnds to draw new one or 6 rnds to recover old one.	You break your weapon and lose 2 rnds drawing a new one. You take 10 hits.	You fumble your weapon badly but hang onto it. You are stunned and unable to parry for 6 rnds.	You let your arrow fly much too soon. You strike 20' short of target. You are out for 2 rnds.
91-95	You stumble. The classless display leaves you stunned for 3 rnds. You might still survive.	You stumble and nearly fall down in an apparent attempt to commit suicide. You are stunned 4 rnds.	You trip and fall. It will take 4 rnds to recover. You are unable to parry for 3 rnds.	Your seating is improper and you find yourself stunned and unable to parry for 3 rnds.	You let go of weapon too early and send it off 30' behind you.	Slip and fall down. You are stunned for 6 rnds, and unable to parry for 2 rnds. Your shot goes astray.
96-99	Swallow tongue in the excitement. You are stunned and unable to parry for 3 rnds.	You trip and fall. It will take 4 rnds to recover. You are unable to parry for 3 rnds.	You injure your shoulder. You are stunned and unable to parry for 3 rnds and fight at -25.	Your body takes the impact. You take 20 hits. Stunned and unable to parry 6 rnds.	You fall down. Your shot goes astray. You are stunned for 12 rnds.	Break your bow. You are stunned and unable to parry for 4 rnds of action. Good luck, pal.
100	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (Slash).	Worst move seen in ages. 50% chance you are out 2 days with a pulled groin. 50% chance opponent out 3 rnds laughing.	You break your weapon and are stunned and unable to parry for 6 rnds.	You fall off of your mount. Role on the "D" crush critical strike table.	You hit yourself during delivery. Roll on the "D' critical strike table (crushes).	Poor judgment. You let arrow fly and lose an ear. +5 hits. You take 2 hits per rnd.

CT-12 Non-Weapon Fumble Table

	MA Strikes	MA Sweeps	Natural Attack	Animal
01-25	Target is **very** fast. Lose the opportunity to attack.	Your grip on foe's arm is tenuous at best. Try again next rnd.	You stop for a breather. Try again next rnd.	Your foe's defenses seem too formidable. Try again next rnd.
26-30	Stumble on your own two feet. Take the rest of the rnd to regain balance.	Your attack is weak and off-balance. Spend the remainder of the rnd recovering.	You are distracted. Lose your opportunity to attack.	His sudden movement surprised you. You lose the opportunity to attack.
31-40	You thought you knew what you were doing. Spend the rest of the rnd remembering how to do that move.	You stub your toe during delivery. You fail to connect and spend the remainder of this rnd stunned.	Your attack is innefective, and your attack bends a limb in a painful way. You are stunned for the remainder of this rnd.	You attack too quickly. Coming away with only cloth. You are stunned the remainder of the rnd.
41-50	Overextend yourself. Spend next rnd parrying while your muscles recover.	You lose your balance during the throw. You must parry for 2 rnds while you recover.	You duck just in time! Spend the next rnd parrying while you find a new opening.	You realize that this foe may be too much. You must attack a different foe next rnd.
51-60	In the flurry, you have forgotten your best moves, May only make 1 strike attacks for 2 rnds	Ill-timed sweep results in your attempt to trip the ground. This stuns you for 2 rnds.	You're thrown off balance! You may only make small attacks for the next 2 rnds.	You must change opponents next rnd. In addition, you can only make Small attacks for 2 rnds.
61-65	Mistaken attack causes awkward position and slight muscle spasms. You must parry for 2 rnds.	Foe's deft move leaves you trying to throw the air. You must parry for 2 rnds while looking for the right opening.	Your attack misses widely. You nearly trip yourself and stagger wildly. You must parry for 2 rnds while you recover.	You are confused, all attacks for the next 3 rnds are at half offense while you orient.
66	What were you thinking! You strike the nearest solid object that isn't your opponent. Give yourself an 'A' Krush critical.	Acrobatic move leaves you flat on your back! Take an 'A' Krush critical.	A clean hit, on yourself!. Take an 'A' critical.	The wind changes and you smell food! You must disengage and seek out an easier source of food.
67-70	Bad positioning. You must parry for 2 rnds while you recover.	Foe is just too powerful! You contemplate your last lesson while parrying for the next 2 rnds.	Your left foot finds your right foot and you trip. You can only parry for 2 rnds while you get your feet back into position.	You are distracted by a fly that keeps buzzing your head. You can only use half your normal attack ability for 2 rnds.
71-80	Attempt at an advanced technique stuns you for the remainder of the rnd and the next rnd.	Foe easily avoids your clumsy sweep. You are out of position and stunned and unable to parry for 1 rnd.	Your attack is humorous. You are stunned for 2 rnds as you attack into a solid object just as your foe ducks.	That shiny piece of metal keeps distracting you. You suffer a -50 for 2 rnds.
81-85	Your knee connects with foe's solid bone, causing an interesting sensation. You are stunned for one rnd and unable to parry for 2 rnds.	You've suddenly forgotten the follow through move on that throw. You lose 3 rnds of action while trying to remember it.	Your attack crashes you into a wall (Or similar solid). You lose three rounds of action as you get off the wall and back into the action.	Was that your babies crying? Suffer a -50 for 3 rnds before you discover it was that mocking bird again.
86-90	You "know" that your strike was amazing. However, foe is lucky to have blocked it. You are stunned for 2 rnds by his intuition.	You suddenly understand what your teacher has been telling you all of those years! You are stunned for 2 rnds. Go ahead; reminisce.	Ouch! You are stunned for 2 rnds as a pinched nerve sends agony through your body.	You are intimidated by foe's sudden surge of strength. Perhaps this was a bad idea. Suffer a -50 for 2 rnds while you seek a way to disengage.
91-95	You twist your ankle in a recovery. You fall and manage to stun yourself in the process.	Your "graceful" sweep results in your own fall. You are stunned for 2 rnds, through you quickly jump to your feet.	You slip on a wet spot on the floor. You go down hard. You are stunned for 2 rnds.	Your unexpected jump surprised not only your foe, but also yourself. You land wrong. Take an 'A' Krush critical.
96-99	In the excitement, you try to make your 2 feet be in 3 places at once. You fall, stunning yourself for 3 rnds. You are unable to parry for 2 rnds.	Your indecision causes you to attempt 2 different throws at once. You are stunned and unable to parry for 3 rnds. Quick Thinking!	As you duck a blow, you lose your footing. You fall down for 1 rnd, stunned no parry for the next, and then just stunned on the last.	You duck to one side to avoid foe's attack. Unfortunately, you get tangled up in the underbrush. You suffer a -50 to all actions for 3 rnds.
100	You forget even the most basic of moves. You throw your self at your opponent, giving yourself a "B" Krush critical.	Awkward sweep results in you going down and slamming your head. You are stunned and unable to parry for 6 rnds.	Completely overbalanced during that missed attack. You hit your head on on something solid as you fall. You are stunned and unable to parry for 6 rnds.	Run away! You must turn tail and run. Survival instincts say its time to leave the scene. Foe gets an attack at your back as you leave.

6.0 Animal and Monster Statistics

The animal statistics given in the Animal Statistics Chart are for animals that have actually existed on our world. The statistics given are suggested values for their use with *AL*. They indicate which *AL* attack tables to use and what modifications to make. These animals are intended to be examples of how to use the *AL* system to simulate any animal.

Human "Speeds" would normally range from Creeping to Fast in animal terms.

Our assumption for animals having a large number of hits is that: hits only represent pain, shock, and minor damage that result in unconsciousness; they do not represent critical damage. Men (without training) tend to faint, pass out, or go into shock when encountering too much pain, while beasts tend to react to pain instinctively by avoiding it or by attacking the source of the pain. Seldom do aggressive animals "pass out". Animals have other major disadvantages: they tend to act in a predictable manner and they cannot parry attacks.

The creatures in the Monster Statistics Chart are fantasy (made up) creatures. They are very powerful, and their use in play often depends on special abilities and the world system being used. They are included to illustrate how you can make up your own monsters using this system.

GMs that want more complete creature descriptions (for animals and monsters) should refer to **ICE's** *Creatures & Treasures* (see Section 1.2). *CT* provides complete descriptions for over 500 animals, races and fantastic beasts.

> **Note:** *The OB's and DB's given to monsters and animals are based upon normal Rolemaster values. In these systems, a fighter can have an offensive bonus as high as 80 to 90 at around 5th level. For use with other systems, the OB's and DB's given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to between 50-70% for some systems.*

Animal Statistics

Most animals will rarely attack a human unless they or their young are threatened. When an attack does occur,

however, it is often sudden and ferocious. The ferocity of animal attacks is reflected to a certain degree by the ten animal attack tables found in *Claw Law*. Some of these tables make huge animals more terrible than the most fearsome weapon in *Arms Law*. The comparative ferocity and prowess of animals is subject to the value judgments of the GM.

The Animal Statistics Chart provides some suggested combat capabilities for common earthly animals using the animal attack charts. Only the broad physical characteristics are presented. The GM should develop the tactical application of the animals' characteristics (as well as any unusual abilities).

Monster Statistics

A sample of commonly used fantasy monsters is provided on the Monster Statistics Chart. *AL* only provides the Combat capabilities of the listed monsters. Any special abilities (fire-breathing, invisibility, flying, etc.) must be provided by whatever spell and ability system you use in your game.

Determining The Type of Attack

Each animal described on the Animal Statistics Chart has at least one type of attack and possibly as many as three (Primary, Secondary, and Tertiary). To determine which attack is used, roll percentile dice (1-100). Low (and in the given percent range, the last number) indicates that the primary attack is used while the higher rolls indicate secondary and possibly tertiary attacks.

The GM may always change the given pattern of attack for a given animal or situation; the provided values are only meant to be guidelines for the use of the Claw Law tables.

Example: *Examine the Wolverine entry. On a roll of 1-40 the wolverine will use the Bite Attack Table with an offensive bonus of 50 and a Maximum result of Medium (M). On a roll of 41-50, the*

wolverine will use the Claw/Talon Attack Table with an OB of 45 and a Maximum result of Medium. On a roll of 51-100, the Wolverine will make both of the attacks just mentioned.

An attack marked with a « or √can as a result of another attack by the same animal has already obtained a critical strike this round.

« – If the attack given on the left (i.e. the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round.

√– If the attack given on the left (i.e. the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round.

Opt – The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

Example: *A Gorgon attacks a man. On its first round of attack it has a 100% chance of using its Medium Horn attack with a 40 OB ("40 MHo 100"). It gives the man a "10AP" result. Since it got a non-Tiny critical result, it makes a Large Bash attack with an OB of 60 ("60 LBa «"); otherwise, it would not have gotten any more attacks in the first round. With the large bash attack, it gives the man an "11BU". Since the Gorgon got a non-Tiny critical with its large bash attack, it will get to make a Large Trample-Stomp attack with a 50 OB next round ("50 LTs √").*

Intelligent creatures can parry normally if they have something to parry with (e.g. horns, a shell, armor, etc.) otherwise they use the 2 OB = 1 DB parrying mechanic described in Section 2.2. Unintelligent creatures generally go full OB in a combat situation, unless they are trying to flee, in which case they generally put all activity into movement rather than parry.

Converting and Creating Creatures

Trained or usually intelligent animals may have higher offensive bonuses, and use different combinations of attacks than those presented on the Statistics Charts. These statistics are only meant to be a sample and the GM should feel free to use the provided tables for describing and designing their own animals and monsters.

A good rule of thumb for converting monsters is to:

06-01 Size Chart	
Size	**DB Mod. ***
Tiny	+30
Small	+20
Medium	0
Large	-10
Huge	-20

* —These modifications have already been factored into the animal and monster stats given. They are included to facilitate designing your own animals and monsters.

06-02 Speed Chart					
			DB Modifications		
Code		**(MS) * Base Rate**	**(MS) † Flee/Evade**	**(AQ) ‡ Charge/Lunge**	**(AQ) Initiative Points**
CR	Creeping	-20	0	0	-20
VS	Very Slow	-10	0	0	-10
SL	Slow	0	0	0	+0
MD	Medium	10	-5	5	+10
MF	Moderately Fast	20	-10	10	+20
FA	Fast	30	-15	15	+30
VF	Very Fast	40	-20	20	+40
BF	Blindingly Fast	50	-20	25	+50

* —These modifications have already been factored into the animal and monster stats given. They are included to facilitate designing your own animals and monsters.
† —This DB Modifier applies if the animal is actively fleeing or evading pursuit. The animal must be moving.
‡ —This DB Modifier is only used when an animal attacks a target from the front without surprise. The animal's DB is only modified with respect to the target's attack. If this modifier is applied, the target gets the first attack.
†, ‡ —Have not been factored into the DBs of the sample animals and monsters, and thus must be applied as the situation calls for.

- Determine the size (Tiny, Small, Medium, Large, or Huge) and type of attack.
- Determine the Maximum damage for each type of attack (usually the size).
- Determine an appropriate offensive bonus. If this cannot be easily set, approximate it by +10 per hit die that the creature normally has under your system.

The following charts can also be useful in handling *AL* creatures during play and in converting other creature statistics into *AL* statistics.

Larger/Smaller Than Normal Animals

The statistics given for animals on these charts apply to the size and nature of the animal found in our world, for creatures smaller than normal (e.g. a baby elephant), decrease the Size, Hits, and Max (on attacks), but leave the pattern of attack the same. Similarly, for larger than normal animals (e.g. giant crabs, huge birds, giant spiders, etc.) increase the Size, Hits, and Max (on attacks), but leave the pattern of attack the same. The OBs for various attacks should be decreased for smaller animals and increased for larger animals.

Attacks by Groups of Small Animals

Swarms or groups of tiny creatures (Bees, Ants, etc.) may be given a small attack on the appropriate table. Some of these "swarm" attacks are indicated on the charts (Bees, Birds, Crabs, Lizards, etc.).

06-03 Animal Statistics Chart

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Alligator (Crocodile)	L	120	7(0)	MD/MD	2	60 LBi 100	—	—	DB = +20, OB = +20 if in water.
Baboon	M	50	3(10)	MD/FA	3	40 MGr 70	60 MBi «	40 MBi 30	Usually in tribal groups.
Barracuda	M	40	1(40)	VF/VF	2	45 MBi 100	—	—	—
Bat	S	4	1(60)	VF/VF	1	20 SBi 100	—	—	—
Bear (grappling)	L	170	8(10)	MF/MF	5	70 LGr 100	60 LCl «	20 MBi «	Attack mode is based on situation.
(charging)	L	170	8(10)	MF/MF	5	60 LBa 100	—	—	—
Bees	T	1	1(40)	MD/VF	1	-10 Ti 100	Swarm —20 SSt	—	Poison does hit 1 hit/bee.
Bird (small)	T	5	1(70)	VF/FA	1	0 Ti 100	6 or more —0 SCl	—	Sparrows, doves, etc.
(large)	S	8	1(50)	FA/FA	1	0 SPi 100	3 or more —20 MCl	—	Gull, ravens, etc.
Boa Constrictor (15')	M	50	3(0)	SL/SL	2	60 MGr 100	75LGr ?	—	—
Boar	M	120	4(30)	FA/MD	3	40 LHo 100	30 MBa «	20 MTs «	Unpredictable, ill-tempered.
Bull	L	150	4(10)	MF/MF	3	35 MHo 80	40 LBa 20	30 LTs «	—
Cat (leopard, etc.)	M	100	3(40)	VF/VF	3	40 MCl 40	60 MBa 60	60 MBi ?	Good stalkers, and ambushers.
Cheetah	M	70	3(50)	BF/VF	3	45 MCl 80	65 MBi «	45 MBi 20	Little endurance.
Condor	L	90	1(30)	VF/MF	4	50 LCl 100	45 MPi ?	—	—
Crab	T	8	2(10)	VS/MD	1	0 Ti 100	6 or more —35 SPi	—	—
Deer (Stag, etc.)	M	70	3(40)	VF/FA	2	20 MHo 90	20 MTs 10	—	Males only.
Dolphin	M	80	1(40)	VF/FA	8	50 MBa 100	—	—	Intelligent.
Eagle	M	30	1(30)	FA/FA	3	45 MCl 100	35 SPi ?	—	—
Elephant (male)	L*	450	12(10)	FA/FA	7	90 HHo 70	80 HBa 30	75 HTs «	Could grapple if trained.
(female)	L*	450	12(10)	FA/FA	7	80 HBa 100	75 HTs «	—	Could grapple if trained.
Elk (male)	L	200	8(10)	FA/FA	3	100 HHo 100	90 LBa «	60 LTs «	Loner except during mating season.
Falcon	S	25	1(60)	VF/BF	2	30 MCI 100	20 SPi ?	—	—
Gorilla	L	120	3(0)	MD/FA	4	45 LGr 80	70 MBi «	50 MBi 20	
Hawk	S	25	1(60)	VF/VF	2	40 MCl 100	25 SPi ?	—	—
Horse (charging)	L	150	3(20)	FA/FA	3	50 LBa 100	35 LTs «	—	Mid-sized warhorse, bonuses vary for
(rearing)	L	150	3(20)	FA/FA	3	50 MCr 70	45 LTs ?	30 MBi 30	heavier or lighter horses.
Housecat	S	10	1(40)	FA/FA	1	10 Ti 60	0 Ti 20	Both 20	—
Hyenas (Jackals, etc.)	M	70	3(40)	VF/FA	2	45 MBi 100	—	—	Large packs, cunning.
Killer Whale	L*	600	8(20)	VF/VF	8	120 HBi 80	150 HGr «	100 HGr 20	Intelligent, voracious.
Kraken (squid-like)	L*	200	8(0)	MF/VF	8	100 HGr 100	70 HPi ?	—	Pi attack due to beak.
Lion	L	150	4(20)	FA/MF	5	85 LCl 100	85 LBi «	120 LCl ?	3rd attack as long as crits obtained.
Lizard (general class)	T	8	1(80)	BF/VF	1	0 Ti 100	6 or more —10 SPi	—	—
(large)	S	16	1(50)	FA/MF	1	10 SPi 100	3 or more —40 SPi	—	If poisonous. 1st attack is 50%
Lobster	S	10	12(10)	VS/MD	1	20 SPi 100	—	—	—
Maatajtay	M	35	1(40)	VF/VF	3	30 SBa 100	—	—	—
Mongoose	S	35	3(70)	FA/BF	2	50 SBi 100	—	—	DB unusually large due to AQ.
Moose	L	120	4(20)	FA/MF	3	30 LHo 100	40 LBa «	60 LTs ?	Males only.
Moray Eel	M	75	3(0)	SL/MF	2	100 LBi 100	—	—	Ambush attacks on sea floor.
Octopus (large)	M	40	1(30)	FA/FA	2	60 MGr 100	40 SPi «	—	—
Owl	M	35	1(30)	FA/FA	I	40 MCl 100	40 SPi ?	—	Primarily nocturnal.
Pike	M	45	1(40)	VF/VF	2	30 SBi 100	—	—	—
Piranha	T	4	1(70)	VF/VF	1	25 Ti 100	6 or more —25 SBi	—	+20 when water bloody.
Rats	S	5	1(30)	MD/MF	1	0 SBi 100	3 or more —30 SBi	—	—
Rhinoceros	L	240	12(0)	MD/MF	7	130 HHo 100	110 Hba «	110 HTs ?	Blind charge, poor eyesight.
Sabertooth Tiger	L	250	8(30)	VF/VF	5	110 LBi 70	70 LCl 20	Both 10	—
Scorpion	T	2	1(40)	MD/VF	1	10 SSt 100	6 or more —50 SSt	—	Very poisonous, 1-50 hits.
Shark	L	250	4(20)	FA/FA	5	100 LBi 100	—	—	+30 when water bloody.
Snake (non-constr.)	S	10	1(50)	FA/VF	1	25 Ti 100	6 or more —0 SHo	—	—
(large, non-constr.)	M	20	1(30)	FA/VF	1	10 SHo 100	3 or more —25 SHo	—	—
Spider (Ants, etc)	T	1	1(10)	CR/FA	1	-50 Ti 100	Swarm —0 Ti	—	Innocuous, possibly poisonous.
Squid (large)	S	20	1(50)	FA/FA	1	50 SGr 100	0 SPi ?	—	—
Tiger	L	150	4(30)	VF/VF	5	75 LCl 40	90 LBa 60	110 LBi ?	Rushes from short range.
Turtle (large)	M	80	12(30)	CR/SL	3	20 MPi 100	—	—	—
(large sea)	L	120	12(40)	FA/MD	3	40 MPi 100	—	—	If not in water, as above.
Weasel	S	35	1(50)	FA/VF	1	50 MBi 100	—	—	Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF/MF	8	60 SGr 50	75 HBa 50	—	'E' Gr crit means target is swallowed.
Wildcat (many types)	S	60	3(60)	VF/VF	3	30 HCl 30	20 SBi 30	Both 40	Loners, ambushers.
Wolf	M	110	3(30)	FA/FA	3	65 MBi 100	—	—	Pack hunter, intelligent.
Wolverine	S	45	3(50)	FA/VF	2	50 LBi 40	45 MCl 10	Both 50	Extremely vicious and bellicose.

Codes: Most of these statistics are standard AL&CL combat statistics: Hits, AT = Armor Type (Section 2.1), DB = Defensive Bonus (Section 2.2), level (for RRs, see ChL and SL).

Size: T = Tiny, S = Small, M = Medium, L = Large. H = Huge. **L* =** Any criticals against this creature are resolved using the Large Creatures rules (Section 5.4). **H* =** Any criticals against this creature are resolved using the Super-Large Creature rules (Section 5.4).

Speed: See Section 4. MS = Movement Speed, the rate at which the animal is capable of traveling: AQ = Attack Quickness (speed of animal's attack).

Attacks: See Section 5. The attacks are given in the following form: OB - Attack Size - Attack Type - Additional information.

OB: The standard Offensive Bonus for this attack.

Attack Size: Maximum result allowed on attack table (see Section 5.4): S = Small, M = Medium. L = Large. H = Huge; no code for Tiny attacks.

Attack Type: Type of attack: Ba = Bash/Ram/Butt/Knock Down/Slug; Bi = Bite; Cl = Claw/Talon; Cr = Crush/Fall; Gr = Grapple/Envelop/Swallow; Ho = Horn/Tusk; Pi = Pincher/Beak; St = Stinger; Ti = Tiny Animals; Ts = Trample/Stomp; Wp = Weapons.

Additional Information: # = the % chance of this attack being used: **« =** If the attack given on the left (i.e.. the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round: **? =** If the attack given on the left (i.e.. the primary attack for a secondary attack or the secondary attack for atertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round: **opt =** The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

*** —**Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature and general factors concerning the fearsomeness of the creature.

2X Damage: Target receives double the hits by the tables.

06-04 Monster Statistics Chart

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Ant (Giant)	S	25	17(30)	MD/MF	1	15 SPi 100	—	—	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35 MPi 100	—	—	Assumes Ant is 2 to 3 feet long.
Ape (Giant)	L	120	8(10)	MF/FA	5	55 MC1 100	70 LGr «	60 Wp ?	Can use simple hand weapons.
Basilisk	L	110	12(10*)	MD/MD	6	6OLHo 100	—	—	Has special abilities.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60 LPi 100	—	—	Assumes Beetle is 3 feet long.
Centaur	L	80	4(30)	VF/VF	5	50 LBa 100	40 LTs «	50 Wp opt	Intelligent Centaurs may use weapons.
Chimera	L	180	4(30*)	FA/FA	10	90 LBi 50	90 LCl 30	40 MHo 20	Has unusual abilities.
Cockatrice	S	30	3(50)	VF/MF	5	50 MPi 100	—	—	Has unusual abilities.
Crab (Giant)	M	60	16(20)	MF/MF	3	75 LPi 100	—	—	Assumes Crab is 4 feet wide.
Demon (Pale I)	M	35	1(20)	MF/FA	2	20 MBa 100	50 MCr ?	30 Wp opt	Types as given in SL. Demons from other systems may be placed into these classes.
(Pale II)	M	60	3(30)	FA/FA	4	40 LBa 100	50 LCr ?	50 Wp opt	
(Pale 111)	M	90	4(50*)	VF/FA	8	70 LBa 100	105 LCr ?	70 Wp opt	
(Pale IV)	M	120	4(60*)	BF/FA	13	100 LBa 100	130 LCl ?	90 Wp opt	—
(Pale V)	L*	180	8(50*)	VF/FA	18	125 LBa 100	150 HCr ?	120 Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150 HBa 100	170 HCr ?	165 Wp opt	2x damage with weapon.
Doppelganger	M	80	4(40)	VF/BF	8	70 MCl 70	40 MBi 30	60 Wp opt	If in proper form, it can use weapons.
Dragon (typical adult)	H*	450	16(50*)	VF/FA	25	200 HBi 60	170 HCl 30	120 HBa 10	Diff. Dragons have unusual abilities.
Eagle (Giant)	L	150	3(40*)	VF/VF	8	80 LCl 100	60 LPi ?	—	Trained rider could also attack,
Efreet	M	110	1(70)	VF/VF	8	80 LBa 50	70 LGr «	60 Wp 50	Ba criticals are Heat if SL, is used.
Elemental (weak-AIR)	M	80	1(40)	VF/FA	10	40 LBa 100	40 LGr ?	—	Ba criticals are Impact if SL is used.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70 LBa 100	50 MGr ?	—	—
(weak-FIRE)	M	80	1(40)	VF/FA	10	50 LBa 100	50 MGr ?	—	Ba criticals are Heat if SL is used.
(weak-WATER)	M	80	1(40)	VF/FA	10	60 LBa 100	60 MGr ?	—	Ba criticals are Impact if SL is used.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70 HBa 100	60 LGr ?	—	Ba criticals are Impact if SL is used.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120 HBa 100	80 LGr ?	—	—
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90 HBa 100	70 LGr ?	—	Ba criticals are Heat if SL is used.
(powerful-WATER)	L*	120	1(30)	VF/FA	20	100 HBa 100	75 LGr ?	—	Ba criticals are Impact if SL is used.
Gargoyle	M	80	16(30*)	MF/FA	5	60 LCl 60	40 MBi «	Both 10	If intelligent, can use weapons.
Genie	M	90	1(40)	VF/VF	6	75 MBa 30	65 MGr «	70 Wp 70	Has unusual abilities.
Giant (small)	L*	150	4(20)	FA/FA	6	35 LBa 100	50 LCr ?	60 Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65 HBa 100	90 HCr ?	80 Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75 HBa 100	100 HCr ?	120 Wp opt	4x damage with weapon.
Goblin	M	15	1(10)	MD/MF	1	20 Ti 100	25 Wp opt	—	Wears armor, wp OB varies with lvl.
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100 MBa 100	50 LCr «	—	Usually have little intelligence.
(Clay)	L*	120	1(20*)	MD/MD	10	110 LBa 100	60 LCr «	—	The sizes for the golems need not be L and H; the L* and H* are given to indicate the critical charts used when Golems are attacked.
(Stone)	L*	170	16(20*)	MD/MD	10	130 LBa 100	70 LCr «	—	
(Iron)	H	200	20(30*)	MD/MD	10	150 HBa 100	80 LCr «	—	
(Mithril)	H*	250	20(50*)	MD/MD	10	200 HBa 100	100 HCr «	—	
Gorgon	L	110	9(20*)	MF/VF	6	40 MHo 100	60 LBa «	50 LTs ?	Has unusual abilities.
Griffin	L	130	7(30)	VF/VF	8	70 LC1 40	60 LBi 40	Both 20	Has unusual abilities.
Harpy	M	50	2(10)	MD/MD	6	30 MCl 100	30 Wp opt	—	Has unusual abilities.
Hippogriff	L	160	8(10)	MF/FA	9	90 LC1 35	75 LPi 30	Both 35	Has unusual abilities.
Hobgoblin	M	25	1(10)	MD/FA	2	30 Ti 100	35 Wp opt	—	Wears armor, wp OB varies with lvl.
Hydra	L*	150	16(20*)	MD/FA	10	60 MBi 100	—	—	4-7 heads, each head gets an attack.
Lich	M	150	1(75*)	BF/BF	20	70 Wp 100	—	—	Has very unusual abilities, good luck.
Medusa	M	60	1(20)	MF/VF	5	30Wp 100	—	—	Has unusual abilities.
Ogre (small)	M	90	1(20)	MF/FA	4	75 MBa 90	40 MCl «	30 Wp 10	Wp capability rises with intelligence.
(large)	L*	140	1(10)	MF/FA	8	120 LBa 85	80 LCl «	60 Wp 15	Wp capability rises with intelligence.
Orc (non-combatant)	M	15	1(10)	MD/MF	1	13 Wp 60	20 Ti 40	—	Women, children and non-fighters.
(fighter)	M	45	1(10)	MD/MF	3	35 Wp 85	25 Ti 15	—	Uses weapons and armor.
(leader)	M	75	1(10)	MD/MF	6	60 Wp 95	30 Ti 05	—	Leads squads of fighters.
(commander)	M	110	1(10)	MD/MF	10	90 Wp 99	35 Ti 01	—	Rules large clans or groups of Ores.
Pegasus	L	75	3(30)	VF/FA	6	35 MCr 70	35 MTs «	30 MBi 30	Has unusual abilities.
Roc (huge bird)	L	200	4(30*)	VF/FA	10	90 HC1 100	80 LPi ?	—	Trained rider could also attack.
Sphinx	H*	250	8(30*)	VF/VF	12	170 HC1 5O	150 HBi 25	Both 25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF/VF	15	110 HBa 100	200 HCr «	120 Wp opt	4x damage with weapons, use at will.
Troll (classical, small)	L	110	11(20*)	MF/FA	5	100 LBa 70	80 LCl 30	40 MBi «	Semi-intelligent.
(classical, large)	L*	170	11(20*)	MF/FA	10	160 HBa 70	110 HCl 30	65 LBi «	Semi-intelligent.
(civilized, small)	L	100	11(20*)	MF/FA	5	100 Wp opt	50 MBa 70	40 MCl 30	Uses Wps and armor (unless disarmed).
(civilized, large)	L*	165	11(20*)	MF/FA	10	140 Wp opt	80 LBa 70	60 LCl 30	Uses Wps and armor (unless disarmed).
Undead (Class I)	M	25	1(10)	MD/FA	1	25 SBa 90	15 Wp 10	—	Classes as in SL: Undead from other systems may be placed into these classes. Sizes for Classes V and VI need not be L and H; L* and H* are given to indicate crit charts used when the Undead are attacked.
(Class II)	M	50	1(20)	MF/FA	3	40 MBa 60	45 Wp 40	—	
(Class III)	M	100	1(30)	FA/FA	7	60 MBa 50	50 Wp 50	—	
(Class IV)	M	135	1(40*)	VF/VF	10	95 Wp 60	70 LBa 40	—	
(Class V)	L	165	1(40*)	VF/BF	15	110 Wp 70	90 LBa 30	—	
(Class VI)	H*	200	1(40*)	VF/BF	20	180 Wp 8O	90 HBa 20	—	
Unicom	L	90	4(40)	BF/VF	10	100 LHo 100	30 MBa «	50 MTs «	Has unusual abilities.
Werewolf	M	130	4(50*)	VF/VF	7	65 LBi 35	50 LCl 30	Both 35	Has unusual abilities.
Werebear	L	190	8(40*)	FA/VF	8	85 LGr 100	70 LCl «	70 LBi «	Has unusual abilities.
Wyvern	L	150	16(35*)	VF/FA	10	90 LPi 60	60 LCl 20	60 LBa 20	Has unusual abilities.

Appendix: Web Extras

During the editorial process of this book, **ICE** made some very hard choices, to keep the size of this product from getting too large. Part of those choices included removing some options and even whole sections of the product.

Many of the options that we removed will show up in a later *Rolemaster Classic* product that is already in development. I can't really say much more about this product yet as it is, as I said, still in development, and thus some of the details regarding its content have not been finalized yet.

Regarding the whole sections that were removed, there were two. Both of those sections will be released in PDF format as free Web Extras for *Rolemaster Classic*. These PDFs will be available from the **ICE** website. Each of these items are described more fully below:

Conversions

This section will end up being turned into a PDF giving conversion notes for using *Arms Law* with other systems. Previously, this section has been in nearly every version of *Arms Law*. However, since the popularity of other systems tends to grow and shrink over time, even to the point of a system occasionally disappearing altogether, it was felt that it would be better to present this as a free PDF product, available to those who want it.

By making it into a PDF, it will allow us to update more frequently as guidelines for new system conversions are completed or as other systems decline and are replaced. In short, it will allow us to keep it current in a way that has not been possible before.

Rolemaster 2nd Edition Tactical Sequence

This system was originally introduced in early versions of *Rolemaster*, yet it was, according to many of the people I have talked with over the years, rarely used. In fact, the folks who originally created it rarely used it themselves.

We had originally intended to include it with this product as its core, just as it had been previously. Then, after much discussion, it was decided to replace the original tactical system, which even most of our RM2 die-hard fans didn't use, with a new system and make this system into an option. It was also decided to place it at the end of the book, so that it would cause less confusion overall. In doing so, we ended up removing a number of options created just for the original tactical system. Even so, there were some issues and concerns about the two different tactical systems causing confusion among players due to them having different definitions for concepts having the same name.

Then we ran into the issues causing us to consider trimming this product a bit. **ICE** has decided to go ahead and remove the original tactical system from the book completely. We have also decided to allow the RMC Team to put back those options that were removed when this tactical system was turned into an option. The resulting document will be turned into a PDF and released for free as a Web Extra. This will allow those folks who want it to be able to get it and use it, including with new options created by the RMC Team. And for those folks who don't want to use it, there are no problems or issues at all.

Movement & Maneuver Table

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 Hits. You are out 3 rnds.	Fall. Knock self out. You are out for 12 rnds.+9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rnds.	Fall. +15 Hits. Break arm. You are out for 9 rnds.	Fall. Break arms. +20 Hits. You are out 18 rnds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rnds.	Fall crushes skull.
(-200) —(-151)	Fail to act.	Fall down. Lose 2 rnds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rnds.	Fall. Break wrist. +10 Hits. You are out for 6 rnds.	Fall. Break leg. +15 Hits. You are out 9 rnds.	Fall. Break arms. +20 Hits. You are out 18 rnds. Arms useless.	Fall. Break back and legs. +25 Hits. Lower body paralyzed.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
(-150) —(-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rnds.	Fall down. Sprain ankle. You are at -25. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 mds, stunned 3 rnds.	Fall. Break leg. +15 Hits. You are out for 6 rnds.	Fall. +30 Hits. You are out 6 rnds. Shatter knee. You are at -80.	Fall. Break both arms and neck. +30 Hits. You are out 60 mds.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) —(-51)	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 Hits.	Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall. +20 Hits. Break wrist. Out 2 mds. Not very smooth.	Fall.+12 Hits. Break arm. You are out for 6 rnds.	Fall. +30 Hits. You are out 9 rnds. Shatter knee. You are at -80.	Fall. Break back and legs. +25 Hits. Lower body paralyzed.
(-50) —(-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rnds.	Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.	Fall. +10 Hits. Knock yourself out. Out for 18 rnds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rnds.	Fall. You are out 18 rnds. You break both arms. +25 Hits.
(-25) —0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rnds.	Fall. Sprain ankle and tear muscle. You are at-30.+10 Hits.	Fall. +20 Hits. Break wrist. Out 2 rnds. Not very smooth.	Fall.+10 Hits. Break your leg. You are at -75. Out 6 rnds.
01 —20	80	60	50	10	5	Fails to act.	Fall down. +5 Hits, you are out for 3 rnds.	Fall. +5 Hits. Pull a leg muscle. You are at -25. Out 2 rnds.	Fall. +15 Hits. Break your arm. You are out for 6 rnds.
21 —40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits/rnd. Out for 2 rnds.	Fall. Knock yourself out. You are out for 30 rnds.+10 Hits.
41 —55	100	80	70	30	20	10	5	Fall down. +5 Hits. Out for 3 rnds.	Fall. Sprain ankle. You are-30.+15 Hits.
56 —65	100	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits, 3 hits/md. Out for 2 rnds.
66 —75	100	100	90	50	40	30	20	5	Freeze for 2 rnds.
76 —85	100	100	100	60	50	40	30	10	Fail to act.
86 —95	100	100	100	70	60	50	40	20	5
96 —105	110	100	100	80	70	60	50	25	10
106 —115	110	110	100	90	80	70	60	30	20
116 —125	120	110	110	100	90	80	70	40	30
126 —135	120	120	110	100	100	90	80	50	40
136 —145	130	120	120	110	100	100	90	60	50
146 —155	130	130	120	120	110	100	100	70	60
156 —165	140	130	120	120	120	110	100	80	70
166 —185	140	140	130	Super move. You feel great. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 —225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
226 —275	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are+10 for 2 mds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
276+	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at+10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 6 rnds.	Move stuns all foes within 30'. You still have half a md to act.	Move stuns all foes within 50 feet.

Damage Record

Combatant	Hits Taken	# Hits Per Round	Cumulative % Penalty	Cumulative Number of Rounds of:						Special
				Lost Init.	Must Parry	Stun	Stun No Parry	Down or Out	Until Death	

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