

Surprise

Each side rolls 1d10 modified as below
1,2,3 and the roller is surprised

Modifiers

They are

-2 Silenced
-2 Invisible
-1 to -3 Camouflaged
+2 Odorous
+1 every 10 creatures

We are

-4 In darkness
-2 Fleeing or Panicked
-1 In poor light
+2 Anticipating attack
suspicious
+N Dex reaction adj.

Conditions

-2 Heavy fog -1 Rainy +2 Extremely still

Effect

Those not surprised get a free round of attack
with AT+1 (but no spell casting)
Those surprised, no attack + lose Dex AC bonus

Lookup attacker armor modifier

(-1 Studded Leather)(-2 Chain, ring, scale)

(-5 Banded, splint, plate) (-8 Field / -10 Full)

Roll to hit, lookup result with modified die roll

Apply 1 HP damage (+Str bonus if desired)

Multi-round holds increase 1HP/R

Overbearing

Roll to hit (size difference +4/degree)

-2 for every leg over 2 legs

multiple overbearers see pg 98

Success, target is pulled down

2nd round success, target is pinned

Movement In Combat

| | | |
|------|--------|--|
| Mult | 12 | |
| 3ft | 36ft | withdraw |
| 5ft | 60ft | close and attack |
| 5ft | 60ft | while firing missiles (fire at 1/2 ROF) |
| 10ft | 120ft | move |
| 10ft | 120ft | flee (opponent attack of opportunity) |
| 15ft | 180ft | charge and attack Charging Attacker (+2 AT bonus / -2 Init penalty -Dex. AC adj. and +1 AC penalty) |
| | 300ft | Shortbow medium range |
| | 630ft | Longbow max range |
| | 3000ft | See stationary figure clear day |
| | 4500ft | See moving figure clear day |

Wrestling

- 20 Bear hug*
- 19 Arm twist
- 18 Kick
- 17 Trip
- 16 Elbow smash
- 15 Arm lock*
- 14 Leg twist
- 13 Leg lock
- 12 Throw
- 11 Gouge
- 10 Elbow smash
- 9 Leg lock*
- 8 Headlock*
- 7 Throw
- 6 Gouge
- 5 Kick
- 4 Arm lock*
- 3 Gouge
- 2 Headlock*
- 1 Leg twist
- <1 Bearhug*

Punching

Roll to hit

Lookup result

w/ mod. die roll

Apply HP dmg

(75% is temporary)

Pull punch: 0 HP

Roll KO% :

stunned 1d10 R

attackers get AT+4

%KO Punch Dmg Roll

| | | | |
|----|---------------|---|----|
| 10 | Haymaker | 2 | 20 |
| 1 | Wild swing | 0 | 19 |
| 3 | Rabbit punch | 1 | 18 |
| 5 | Kidney punch | 1 | 17 |
| 2 | Glancing blow | 1 | 16 |
| 6 | Jab | 2 | 15 |
| 8 | Uppercut | 1 | 14 |
| 9 | Hook | 2 | 13 |
| 5 | Kidney punch | 1 | 12 |
| 10 | Hook | 2 | 11 |
| 3 | Glancing blow | 1 | 10 |
| 10 | Combination | 1 | 9 |
| 9 | Uppercut | 1 | 8 |
| 10 | Combination | 2 | 7 |
| 8 | Jab | 2 | 6 |
| 3 | Glancing blow | 1 | 5 |
| 5 | Rabbit punch | 2 | 4 |
| 12 | Hook | 2 | 3 |
| 15 | Uppercut | 2 | 2 |
| 2 | Wild swing | 0 | 1 |
| 25 | Haymaker | 2 | <1 |