Combat Modifiers

Attack/Defense

Attack Mode	THAC0	AC	Init	MR	Others
Casting Spell		no Dex		$\frac{1}{2}$	move after casting
Withdraw	nil		nil	$\frac{1}{2}$	
Run away	nil	-1,no Dex	nil	full	receive free hit
Guard				$\frac{1}{2}$	
Active Defense	-2	+2/+1	-2	no move	w/o Shield
Full Defense	nil	+4(+6*)/+2	nil	no move	w/o Shield
Parry	nil	$+\frac{1}{2}\times$ Level	nil	no move	only 1 Attack
Parry (Fighter)	nil	$+1\times$ Level	nil	no move	max. own #AT
Normal Attack				$\frac{1}{2}$	
Cover	+2		first	no move	crit.Hit on 19,20
Active Attack	+1	-1	+2	$\frac{1}{2}$	max. small Shield
Full Attack	+2	-2,no Dex	+3	$\frac{1}{2}$	no Shield
Charge	+2	-1,no Dex	+2	$1\frac{1}{2}$	move min. $\frac{1}{2}$ MR
Stunned		-2	-2	$\frac{1}{2}$	
Down at $\frac{1}{4}$ HPs	-1	-1	-1	normal	-1 to any Check

* when using Body-Shield vs. Missle

Meele

Miniatur has/is	THAC0	AC	Others
1-Size larger		+1	
2-Size larger		+2	
Blind	-4	-4	-4 to Save
Backstabbing	+4		Thieves Ability
Called Shot	-4		
Deaf	-2	-2	20% miscast Verbal, -1 to be surprised
Dizzy		no Dex	check Dex -4 if damage
Flank Attack	+1		
Higher Elevation	+1		+1 to Initiative
Horseback	+1	+1	only with trained Mounts
	-1	+1	untrained Mount
Invisible	+2	+4	-15% to detailed Action
Kneeing		-1	1 Attack to stand up
Lower Elevation	-1		
Mirror using	-2	no Dex	
Off-Balance		-2	
Non-Lethal	-4		$\frac{1}{2}$ Damage
Off-Balance		-2	no Dex-Boni
Off-Hand	-2		STR -3/no Specialization
Prone	nil	-4	
Rear Attack	+2		
Shield on Back	-1	+1	AC-Bonus only from Rear
Sitting	-1	-2	Weapon max own Size
Sleeping/Held	nil	autom.	Attack +4 if Wrestling
Slow	-4	-4	-4 to Save
Surprised		-1	
Weapon in Wrest.	+4	no Dex	+4 Damage, only S-Sized

Missle

Target has/is	AC	Others
1-Size larger	-1	
2-Size larger	-2	
Blind	-2	see 'Total Darkness' below
Cover	var.	see below
Att. Horseback	var.	see below
Long Range	+5	
Medium Range	+2	
Moving	+1	only Crossbow (except Hand-)
Point Blank	-2	Critical Hit on 19 and 20
Prone	+2	
Short Range		
Sitting	+1	
Sleeping/Held	-2	if not Prone
Surprised	-1	

Initiative

Situation	Bonus/Penalty
Called Shot	-1
Foreign Enviroment	-6
Hastened	+2
Higher Elecation	+1
Hindered (tangled,climbing)	-3
Moving	-1/Step ($^1/_{12}$ Movement Rate)
Multiple Attacks	like new Round
Second Weapon	+Speed after first
Parrying	when Attacked
Set to receive Charge	+2
Slowed	-2
Wading in deep Water	-4
Wading on slippery Footing	-2
Waiting	until Action

Darkness and Blindness

Condition	Meele	Missle/Range	Infr.Bonus
Clear sky (daytime)	-0	-0	+0
Fog, dense or blizzard	-3	-4	+0
Fog, light or snow	-1	-2	+0
Fog, moderate	-2	-3	+0
Mist or light rain	-0	-1	+0
Night, full moon	-2	-4	+2
Night, no moon	-3	-6	+3
Total Darkness	-4	-6	+3
Twilight	-1	-2	+1
Blind Fighting	Penalty reduced $\times ^1/_2$		

Cover and Concealment against Missle Attacks

Target is	Cover*	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10†	-4

* applies to Saving Throws vs. physical Damage, too

† $^1\!/_2$ damage when save failed, and no damage when made

Mounted Missle Fire

Mount's Movement	to Hit
Not moving	0
Walking (up to $^1\!/_2$)	-1
Trotting (up to full)	-2
Galopping (faster)	-4

When firing from a moving mount, the ROF is reduced by $^1\!/_1$. Also, only weapons of max. own size may be used, except the rider is specialized with this weapon. Crossbows larger than medium cannot be reloaded on horseback.

Movement

Condition	Reduce Move to
Heavy brush or thicket	$^1\!/_3$
Light brush or forest	$^2\!/_3$
Ice or slippery footing	$^2\!/_3$
Steep slope or rough ground	$^1\!/_2$
Knee-deep snow, water, or soft sand	$^2\!/_3$
Waist-deep snow or water	$^1\!/_2$
Shoulder-deep snow or water	$^1\!/_3$

Encounter Distance

Situation	Range (melee)
Both groups surprised	1d4 squares
One group surprised	1d6 squares
No surprise:	
Smoke or heavy fog	1d8 squares
Jungle/dense forest	2d10 squares
Light forest	4d6 squares
Scrub/brush/bush	4d12 squares
Grassland/field	10d6 squares
Dungeon/night	Limit of vision
No cover	Long missle range

Melee range: 1 inch = 5 feet

Missle range: 1 inch = 5 yards

Dexterity Checks

Situation	Checks
Big Monster Digging Up	at DEX-Score
Dizzy ('Benommen')	at DEX -4, check when 5 points damage
Minor Tremor	no Check
Major Tremor	at DEX +3
Minor Earthquake	at DEX-Score
Major Earthquake	at DEX -6
Ship's Deck, Slightly Rolling	no Check
Ship's Deck, Rolling	at DEX +3
Ship's Deck, Storm-Tossed	at DEX -3

Armor

Type	S (Claw)	P (Bite)	B (Tail)	unmodified (Touch)	average Encumbrance	
Banded Mail	2	4	3	4	35	light
Brigandine	5	5	6	6	30	none
Bronze Plate	1	4	4	4	45	light
Chain Mail	3	5	7	5	40	light
Field Plate	-1	1	2	2	60	moderate
Full Plate	-3	-2	1	1	70	moderate
Hide Armor	6	8	6	6	30	light
Leather Armor	8	10	8	8	15	none
Padded Armor	8	10	8	8	10	none
Plate Mail	0	3	3	3	50	moderate
Ring Mail	6	6	7	7	30	none
Scale Mail	6	5	6	6	40	light
Splint Mail	4	3	2	4	40	light
Studded Leather	5	6	7	7	25	none

Encumbrance

	THAC0	AC
light	-	-
moderate	-1	-
heavy	-2	-1
severe	-4	-3

Meeting Gaze

Character is	Chance to meet gaze
Surprised	7 in 10
Viewing monster	5 in 10
Attacking normally	3 in 10
Avoiding gaze	1 in 10

Infravision

Color	°F			°C		
white		$>$	130		$>$	55
red	111	-	130	43	-	55
orange	91	-	110	32	-	43
yellow	71	-	90	21	-	32
green	51	-	70	10	-	21
cyan	33	-	50	0	-	10
blue	16	-	32	-9	-	0
indigo	-10	-	15	-24	-	-9
violett	-50	-	-11	-46	-	-24
black		$<$	-50		$<$	-46

Attribut Checks

compare attributes: add die to it

STR:	1d4 +8	
DEX:	1d10+5	
CON:	1d6 +7	1d8 +6 to catch disease or withstand poison
INT:	1d10+5	
WIS:	1d10+5	for an average task, else in- or
CHR:	1d12+4	decrease modifier behind die
CMS:	1d12+4	

Damage

Angriffe, die Verbrennungen, Verätzungen, kritische Treffer oder ähnliches verursachen, haben die Chance, 'serious' oder 'critical Wounds' zu erzeugen.

- Serious Wounds:
  5%/point damage (mit 1d20 Schaden überwürfeln), ansonsten 1d6 $\times$10% (abgerundet) des Schadens 'serious'

- Critical Wounds:
  5%/point serious damage, sonst ist gesamter 'serious' Schaden 'critical' und Rest des Schadens 'serious'

Wounds

'Slashing' und 'Piercing' Waffen verursachen bei entsprechender Schadensstärke blutende Wunden:

Slashing

Damage	#Rounds	Bleeding
1- 5	0	nil
6-10	3	1/round
11-20	5	3/round
21-40	7	5/round
40+	9	7/round

Piercing

Damage	#Rounds	Bleeding
1-10	0	nil
11-20	2	1/round
21-35	4	2/round
36+	6	4/round

Hit Locations

Treffer auf 'Hit Locations' führen zu 'numb' oder 'useless' Ergebnissen, wenn entsprechender Schadenswert gewürfelt oder übertroffen wird.

- Numb: (25% of total HP)
  Effekt für 1d6 Kampfrunden nach dieser Zeit ist entsprechender Körperteil wieder voll einsatzfähig.

- Useless: (50% of total HP)
  Effekt für den Rest des Kampfes. Nach 2d6 Runden Ruhe ist entsprechender Körperteil wieder voll einsatzfähig.

Target	Penalty	Effect
Head	-8	Deafened oder Dizzy
Face	-8	Blinded oder Scarred*
Neck	-8	Severed† (nur bei 'Useless')
Torso		
Ribs	-4	Cracked‡
Vitals	-6	Damage ×2 (ab 'Numb')
Arm	-4	Useless (Arm hängt schlaff herunter)
Hand	-6	Useless (Hand kann nicht greifen)
Leg	-4	Useless (DEX-check, Movement ×½)
Knee	-6	Crippled§
Ankle	-8	Crippled¶

* macht Betroffenen SEHR wütend (WIS-Check oder wilde, unkontroliert Angriffe, -2 to hit, +2 zu verteidigen); bei 'unless': permanent (CMS-2) wenn nicht magisch geheilt oder 1 Woche mit 'healing' behandelt.

† führt zum sofortigen Tod, Vorraussetzung: 'slashing' Waffe

‡ wegen der Schmerzen: Movement ×½, -2 to hit, kann nur mit 'blund' Waffen verursacht werden; bei 'useless': muß mit Magie (serious Wound) behandelt werden oder 1 Woche Bettruhe

§ DEX-Check, Movement ×¼, Flanken und Rückenangriffe sind +4, da Betroffener sich nicht drehen kann

¶ wie § aber bei jedem Treffer mit mehr als 5 HP Schaden ein DEX-4 -Check