

Combat Summary for KM AD&D House Rules

Surprise

Listen Check: hear noise but without intervening door is +40%, range is first digit x 1"; i.e. human standard is 50% and 5". Negated by moving silent, moving quiet reduces listen by -20% per point of surprise over 2 in 6; elves surprising 4 in 6 can only be heard 10% by humans. Once within surprise range (3"), successful move silent check gives ambush. Otherwise, surprise is rolled for, and if successful, encounter distance 1" to 3" determined.

If ambush is automatic (usually with successful move silent roll and unseen), 1 free segment, then roll for surprise 4 in 6. Otherwise:

Surprises On	Scenario
3 in 6	Attacker has higher stealth than average (ranger, bugbear) against otherwise alert foe.
4 in 6	Attacker has considerable stealth (elf, halfling, boots of elvenkind) or attacks from a concealed position against a foe on the move.
5 in 6	Attacker does not have to move prior to making unseen attack (huge spider leap attack, attack from concealed position on still foe).

Table 1
Chances of Being Surprised

	Surprises on a							
	2/6 (33%)	3/6 (50%)	4/6 (67%)	6/8 (75%)	8/10 (80%)	5/6 (83%)	7/8 (88%)	9/10 (90%)
Surprised on a								
1 in 20 (5%)	5%	22%	39%	47%	52%	55%	60%	62%
1 in 12 (8%)	8%	25%	42%	50%	55%	58%	63%	65%
1 in 10 (10%)	10%	27%	44%	52%	57%	60%	65%	67%
1 in 8 (13%)	13%	30%	47%	55%	60%	63%	68%	70%
1 in 6 (17%)	17%	33%	50%	59%	64%	67%	72%	74%
2 in 6 (33%)	33%	50%	67%	75%	80%	83%	88%	90%

Notes

Monks use the 2-in-6 (33%) row. Subtract 1% if the monk is 2nd level or ((2% x (level - 2)) + 1) if 3rd level or greater.

If the encountered creature is *silent*, add 17% (1 in 6) to the value in Table 1.

If the encountered creature is *invisible*, add 17% (1 in 6) to the value in Table 1.

Surprise factor is number of segments surprised.

Modifiers:

Dex bonus (only with non-bulky encumbrance)

Dex penalty

Encumbrance penalty

Table 2
Surprise Factors

Surprise roll	Surprise factor
1-17	1
18-33	2
34-50	3
51-67	4
68-83	5
84-00	6

Missile fire during surprise segments:

Surprise Segment	Rate of Fire ½ normally	Rate of Fire 1 normally	Rate of Fire 2 normally	Rate of Fire 3 normally
1	1 shot	1 shot/throw	1 shot/throw	1 shot/throw
2	-	-	1 shot/throw	1 shot/throw
3	-	1 shot/throw	1 shot/throw	1 shot/throw
4	-	-	1 shot/throw	1 shot/throw
5	1 shot	1 shot/throw	1 shot/throw	1 shot/throw

Combat Round Resolution Sequence

Pre-Round --> 10 Segment Count up --> Post-Round

Declarations: cast spell from start vs. on turn, trade attack routines for parries

Initiative: d6 to determine action segment (lower wins roll is for self, higher wins roll is for opponent)

Modifiers: (pcs) dex for physical actions, (monsters) first digit of movement rate with 15"+ move, (all) int for mental actions +1 per 2 points over 11

Melee attacks: can half move and attack

3/2 attack routines: 2 attack routines in **odd-numbered** rounds

2 attack routines: take in Pre-Round (if no move) and Post-Round, otherwise initiative segment and Post-Round

3 attack routines: Pre-Round (if no move), initiative segment, and Post-Round, otherwise initiative segment and 2 in Post-Round

Missile attacks: Can half move and fire or vice versa, every 2 segments of movement reduces rate of fire by 1 (but not below 1)

Rate of fire 2: 4 segments later for 2nd missile

Rate of fire 3: 2, 2 segments later for 2nd and 3rd missiles

Spells: Can half move and cast or vice versa (casting time of 6+ allows move of 10 – casting time segments instead of half)

Start spell beginning of round: Take higher of roll or casting time

Start spell mid-round: Spell goes off casting time – 1 segments later

Target area of effect: Int check at -1 for every 5" distant

End of round movement: Second half of movement at end of round

Always Strikes First: Attack in Pre-Round

Always Strikes Last: Automatic roll of 6, anyone can also 'take a 6'

Multiple Actions In Same Segment: Use A-H combat order from DMG, except melee weapon vs. other action (cast, missile, etc.) gets speed factor check to strike first.

Combat Modifiers

Higher ground: +1 to hit

Surprised opponent: +1 to hit (does not stack with +2 rear)

Weapon in two hands: +1 to hit when w vs. ac not in play

Attack on caster with somatic component: +2 to hit

Shooting up: effective range is horizontal plus *twice* vertical; foe 30 feet up is effectively 60 feet further away

Shooting down: long range extends 1" for every 1.5" of vertical height; i.e. shooting down 30 feet extends long range by 20 feet

Fairly bulky armor: initiative bonuses negated

Bulky armor/shield: +1 penalty to initiative

Encumbered: +3 penalty to initiative, +2 penalty to armor class

Guarding: Attacking opponent on guard and not engaged requires weapon length comparison to determine attack order. Guarding allows setting a weapon if charged.

Contact armor class: AC without armor, shield, fixed ac items.

Speed Factor Check: roll speed factor or higher on d12

Retreat Attacks (if speed factor check succeeds)

Retreater move < attacker move: +4 to hit

Retreater move = attacker move: +2 to hit (normal rear attack)

Retreater move up to 2x attacker move: no bonus

Retreater move between 2x-4x attacker move: -2 to hit

Retreater move 4x or more Attacker move: -4 to hit

Assassination: For every point above 10 that the assassin needs to hit, subtract 5% from chance, and that deduction is also the chance to miss entirely.

Maximum Strength for Thrown and Off-Hand Weapons

For thrown and off-hand weapons, the maximum strength that can be applied is as follows:

Weapon	Encumbrance	Strength Maximum
Harpoon (8 feet length)	60	18/00 (+3, +6)
Harpoon (6-7 feet length), Hand Axe, Hammer ¹ , Staff Sling Bullet, Horseman's Mace	50	18/99 (+2, +5)
Spear ² (5-6 feet length), Staff Sling Stone, Horseman's Pick, Jo Stick, Scimitar	40	18/90 (+2, +4)
Aklys, Shortsword, Spiked Buckler	35	18/75 (+2, +3)
Club, Atlatl with Javelin	30	18/50 (+1, +3)
Javelin, Sling Bullet	20	18 (+1, +2)
Dagger, Sling Stone, Sickle	10	17 (+1, +1)
Dart, Knife	5-6	16 (0, +1)

¹ Magic hammers always allow the character's full strength to hit and damage when thrown.

² Longer spears are really two-handed polearms that aren't thrown

Down & Dying

A non-living being such as an undead or a golem is destroyed upon reaching 0 or lower hit points. A living being is unconscious and:

Hit Points	Condition	Recovery after restored to positives*
0	Stable	No recovery period needed
-1 to -3	Bleeding with a 1 in 6 chance of stabilization	No recovery period needed
-4 to -5	Dead if brought here by damage instead of bleeding, otherwise bleeding continues with a 1 in 8 chance of stabilization	1-6 turns spent comatose
-6 to -9	Dead if brought here by damage instead of bleeding, otherwise bleeding continues with a 1 in 10 chance of stabilization	1-6 turns spent comatose, then weakened for a week. Character is effectively <i>slowed</i> during this time.
-10	Dead, bleeding ceases	

Unconscious characters recover illusionary damage at the rate of 1 point per level per round. Characters unconscious due to illusionary damage always stabilize and do not need a recovery period when brought back to positive hit points.

Unarmed Combat

Defender success on weapon speed factor check grants a free attack routine. Damaging unarmed attacker either then or beforehand spoils the attack.

Grapple: Defender AC ignores shield and bonuses from magic armor except plate. AC hit is Hold Rating. Defender can wrestle out by to hit roll using strength or dexterity that exceeds the Hold Rating, also defender can attack with dagger at -2 to break out or with opposed strength check.

Overbear: If attacker succeeds on to hit roll per UA, defender must succeed on opposed strength roll. Damage for knocking prone is 1-2 + str.

Tackle: As overbear, but record Hold Rating. Attacker strength is considered 2 points higher for opposed strength check.

Opposed Strength Checks

DC is 11 + opposed strength score, roll is 1d20 + effective strength

Actual Strength	18/01	18/51	18/76	18/91	18/00	19	20	21	22	23	24	25	Thor
Effective Strength	19	20	21	23	27	33	35	39	45	51	63	75	100

Base Attack Bonus System

Base Attack Bonus	Monsters	Fighters	Clerics	Thieves	Magic-Users
0	Up to 1-1	0		1-4	1-5
+1	1-1	1	1-3		
+2	1	2		5-8	6-10
+3	1+	3	4-6		
+4		4			
+5	2-3+	5	7-9	9-12	11-15
+6	4-5+	6			
+7		7	10-12	13-16	
+8	6-7+	8			16-20
+9	8-9+	9	13-15	17-20	
+10		10			21+
+11	10-11+	11	16-18	21+	
+12	12-13+	12	19+		
+13	14-15+	13			
+14	16-17+	14			
+15		15			
+16	18-19+	16			
+17	20-21+	17+			
+18	22-23+				
+19	24-25+				
+20	26+				

Illusions

Of monster: Attacks as fighter half caster's level rounded up, inflicts 1d6 damage for every other level in as many attacks as caster likes.

Of area of effect: 1d6 damage per level, save for half

Other effect: disbelief save each round, wears off in 1 turn anyway

Shadow damage effect: % real of the damage (i.e. breath weapon)

Shadow save effect: 20% real gives +8 to saves, 40% +6, 60% +4.

Shadow effect no save, not damage: % real likely to happen

Procedure: Roll to hit, add or subtract modifiers, keeping in mind the "Important Note Regarding To Hit Adjustments" in the DMG pg. 70. If the total is greater than or equal to 20, add an extra 5. Then add the Base Attack Bonus and the target's armor class. If the total is greater than or equal to 21, it is a hit. Also, if the Base Attack Bonus plus the armor class alone is higher than 21, the difference is extra damage added on.

Behind the Scenes: When converting to ascending armor class, armor class 10 is 11 and armor class 0 is 21. This system normalizes the result to ac 0, so that switching to ascending isn't actually necessary. To switch to ascending, just have a player announce the total of the attack roll, modifiers, the extra 5 if appropriate, and base attack bonus, and compare to the inverted armor class (21 - descending ac). For a quick reference:

Desc	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Asc	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31