

CRITICAL HIT RESULT TABLE

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

BARE HAND COMBAT MATRIX

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

NATURALLY ARMED MONSTERS COMBAT MATRIX

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

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

B% Bash Percentage
C% Critical Hit Percentage

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

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

MONSTER STATISTICS CHART

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

Personal Combat Factor Chart

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

Infantry, Yeomanry, and Militia Combat Matrix

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

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

Bare Hand Combat Matrix

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

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

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

Non-Fighters Combat Matrix

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

Chivalric Arms Combat Matrix

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

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

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



Judges Guild

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

Movement:

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

Enhancement:

Up to	+25%
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* Hand-hurled weapons have damage and critical hits as given in the Close Combat Matrices.

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

½ personal percent to hit bonuses are added to the percent to hit.		Target in dense trees:	-20%
Using Magick Bow or Arrow:	+5%/increment	Target is moving at 70' or faster:	-10%
Target clad Magick Armor:	-5%/increment	Target is in open and stationary:	+10%
Target protected by Heavy Shield:	-15%	Target is behind Arrow slit:	-35%
Target protected by Light Shield:	- 5%	Target is large animal or monster:	+ 5%
Target protected by Mantlet:	-20%	Target is very large:	+10%
Target protected by Battlement:	-20%	Target is gigantic:	+15%
Target partially obscured by trees:	-10%	Archer firing from above:	+10%

Spells Which Miss the Target

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

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

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

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

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

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

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

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

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

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