

THRANCONIA II: COMBAT CHEAT SHEET

<p>TURN SEQUENCE</p> <ol style="list-style-type: none"> 1—Surprise Attacks and Crossbows 2—Spells 3—Missiles 4—Melee 5—Morale 6—Movement <p>Cycle through each phase in order of highest to lowest combatant DEX. Except for melee with weapons, which uses SR.</p>	<p>TACTICAL MODIFIERS SUMMARY</p> <p>Charge +1 to hit, +1 Damage Lance Charge: +1 to hit, Double Damage Down Hill Charge: additional +1 Damage and +5' movement Rear Attack: +2 to hit (includes attacks on those breaking melee contact) Rear Attack (thief): +4 to hit, Multiple Backstab damage Melee vs. Prone: +2 to hit Ranged vs. Prone: -2 to hit Sword, Dagger, Spear vs Prone in plate, +4 Knock down: if a heavy weapon scores 5+ damage on a hit, roll DEX or less or knocked down. 2nd Row (spear in 2 hands, pike, halberd) or 3rd Row (pike) -2 Foot vs Mounted Fighter: -2 Mounted Fighter vs. foot with lower SR: +1 Spear/Pike Strike Charging opponent: double damage Parry: -2 to enemy attack, increases to -3 if defender has a shield. Fighters may have improved Parry Gang Up: if 4 or more attackers melee the same target in a round, they all get +2 to hit Shooting into melee -2, hit friendly on natural 1-2</p>
<p>COMBAT MANEUVERS:</p> <p>Bonus Attack: modified 20+ allows 2nd attack Change Weapons: move or attack used Pick up object: move and attack used Fighter Rampage: extra attack when enemy is hacked down (up to level times) No missile or spell casting if in melee contact Shield Sacrifice: allow shield to be destroyed to avoid 1 hit from an enemy. Fighting Withdraw: if you don't attack, you may move back half your movement allowance without Free Attack. Bows: 2nd shot, during move, if you didn't move</p>	<p>SURPRISE:</p> <p>Party is Surprised on a 1-2 on 1d6 Drop item in hand on a 1 on 1d6 if Surprised</p> <p>REACTIONS</p> <p>2 Extremely Hostile 3-5 Unfriendly, ready to attack 6-8 Neutral 9-11 Positive, willing to listen to offers 12 Happy to Help</p>
<p>THACO SUMMARY—PC and NPC:</p> <p>Norm: 20 Fighter 1-3, Cleric/Thief 1-4/M-U 1-5: 19 Fighter 4-6, Cleric/Thief 5-8/ M-U 6-10: 17 Fighter 7-9 Cleric/Thief 9-12/M-U 11-15: 14 Fighter 10-12, Cleric/Thief 13-16, Mu 16+: 12 Fighter 13-15/Cleric/Thief 17-20: 10 Fighter 16-19: 7 Fighter 20: 6</p>	<p>MONSTER THACO</p> <p><1d8 Hp: 20 1 HD 19 2 HD 18 3 HD 17 4 HD 15 5-6 HD 14 7-8 HD 13 9-10 HD 11 11+ HD 9</p>

Monster