

THRANCONIA II: COMBAT CHEAT SHEET-REVISED

<p>TURN SEQUENCE Roll Surprise (1d6) 1=surprised for 1 round 2=surprised for 2 rounds</p> <p>Roll Initiative 1d6 per side Higher roll moves and attacks first. Each unit gets 1 move and 1 attack per round</p> <p>Tie initiative, rotate through each combatant by DEX from highest to lowest.</p> <p>Weapon Type Mods: B: +1 to hit plate P: +1 to hit mail S: +1 damage to leather/none Light: extra attack against Heavy Longer Weapon: extra attack first contact Heavy/VH: knock down on 5+ damage</p>	<p>TACTICAL MODIFIERS SUMMARY 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 Piercing vs prone in plate, +4 Knock down: if a heavy weapon scores 5+ damage on a hit, Saving Throw or knocked down. 2nd Row (Long wepaon) or 3rd Row (VL weapon) -2 Foot vs Mounted Fighter: -2 Mounted Fighter vs. foot with shorter weapon: +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: 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 enemy Extra Attack. Bows: 2nd shot, if you don't move</p>	<p>REACTIONS 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>SAVING THROWS: 1d20+level/HD+class bonus=17+ to pass <u>Clerics:</u> +2 all saves <u>Fighters:</u> +2 para, breath, weapon, energy, petr <u>Magic-User:</u> +2 vs spells, magic traps, devices <u>Thieves:</u> +2 vs poison, falling, all traps <u>Lackey:</u> +2 vs poison and disease <u>Undead/Demon:</u> +2 all except cleric magic <u>Elemental:</u> +2 all except M-U magic</p>
<p>THACO SUMMARY—PC and NPC: 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 <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>