**RAMPAGE AMID RUINS: COMBAT CHEAT SHEET**

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| **TURN SEQUENCE**  Roll Surprise (1d6)  1=surprised for 1 round  2=surprised for 2 rounds  **Roll Initiative (1d6)**  **1-3: Bad Guys go first**  **4-6: Players go first**  **Natural 20**: Max Damage  **Natural 1**: Save or Fumble (bow string breaks, weapon damage or fall down). | **TACTICAL MODIFIERS SUMMARY**  **Charge**  +1 to hit, +2 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:**  +3 to hit  **Ranged vs. Prone**: -3 to hit  **Sword/dagger vs prone** **in plate**, +2 more  **Foot vs Mounted Fighter**: -2  **Mounted Fighter vs. foot** +1  **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 |
| **WEAPON EFFECTS:**  First Contact: Longer weapon gets bonus attack  Fast Weapon: S weapons get 2 attacks vs L  Large Weapon: 5+ damage, Save or Knockdown  SS—Hit AC 15 break shield  FD—Draw without spending action  RC—Double damage against charging enemy  CB—Double Damage on Charge  AM—Gets +1 to hit vs Chain/Scale  AP—Gets +1 to hit vs Plate/Brigandine  UN—AC 15 save or unhorse enemy  DA—AC 15 save or disarm enemy  Heavy Crossbow: +3/+1d4 at short range | **SAVING THROWS:**  1d20+level/HD+class bonus=17+ to pass  Clerics: +2 all saves  Fighters: +2 para, breath, weapon, energy, petr  Magic-User: +2 vs spells, magic traps, devices  Thieves: +2 vs poison, falling, all traps  Lackey: +2 vs poison and disease  Max Level/HD is 11 |
| **COMBAT MANUEVERS**  Charge: +1 to hit, +2 damage  Disarm: AC 15, save or lose weapon  Fighting Withdraw: avoid extra attacks  Parry: +2 AC if give up attack | **COMBAT MANUEVERS—FIGHTERS**  Rampage: extra attack when drop enemy  Great Blow: -4 to hit, add STR to damage  Parry—Fighter: add class damage to AC  Split Shield: AC 15, save or break/yank  Stand and Fight: don’t move, extra attack  Unhorse: AC 15, save or unhorsed |