**RAMPAGE AMID RUINS: COMBAT CHEAT SHEET**

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| **TURN SEQUENCE**Roll Surprise (1d6)1=surprised for 1 round2=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 attackFast Weapon: S weapons get 2 attacks vs LLarge Weapon: 5+ damage, Save or KnockdownSS—Hit AC 15 break shieldFD—Draw without spending actionRC—Double damage against charging enemyCB—Double Damage on ChargeAM—Gets +1 to hit vs Chain/ScaleAP—Gets +1 to hit vs Plate/BrigandineUN—AC 15 save or unhorse enemyDA—AC 15 save or disarm enemyHeavy Crossbow: +3/+1d4 at short range | **SAVING THROWS:**1d20+level/HD+class bonus=17+ to passClerics: +2 all savesFighters: +2 para, breath, weapon, energy, petrMagic-User: +2 vs spells, magic traps, devicesThieves: +2 vs poison, falling, all trapsLackey: +2 vs poison and diseaseMax Level/HD is 11 |
| **COMBAT MANUEVERS** Charge: +1 to hit, +2 damageDisarm: AC 15, save or lose weaponFighting Withdraw: avoid extra attacksParry: +2 AC if give up attack | **COMBAT MANUEVERS—FIGHTERS**Rampage: extra attack when drop enemyGreat Blow: -4 to hit, add STR to damageParry—Fighter: add class damage to ACSplit Shield: AC 15, save or break/yankStand and Fight: don’t move, extra attackUnhorse: AC 15, save or unhorsed |