

# Hand to Hand Combat Table

DIFFERENCE	RESULT
20	Special—GM's determination
19	+20% to CHEST (1-4) or HEAD (5-6)
18	NECK
17	HEAD
16	GROIN
15	NECK
14	HEAD
13	BELLY
12	UPPER ARM (1-3) or HAND (4-6)
11	CHEST
10	Opponent Disarmed
9	THIGH (1-4) or GROIN (5-6)
8	SHOULDER (1-5) or CHEST (6)
7	HAND
6	Attacker Loses Initiative
5	FOREARM
4	Defender Misstep (+6 to next roll)
3	Advantage (+8 to next roll)
2	Slight Advantage (+4 to next roll)
1	No Advantage
0	Even
-1	No Advantage
-2	Slight Advantage (-4 to next roll)
-3	Advantage (-8 to next roll)
-4	Attacker Misstep (-5 to next roll)
-5	Attacker Off Guard (-10 to next roll)
-6	HAND (1-3) or Miss (4-6)
-7	UPPER ARM (1-4) or Attacker Stunned (5-6)
-8	SHOULDER (1-4) or THIGH (5-6)
-9	THIGH (1-4) or GROIN (5-6)
-10	FOREARM (1-3) or CALF (4-6)
-11	Opponent Disarmed
-12	FOOT (1-2) or NECK (3-6)
-13	BELLY
-14	CHEST
-15	NECK
-16	HEAD
-17	HEAD
-18	CHEST
-19	+20% to CHEST (1-4) or HEAD (5-6)
-20	Special—GM's determination

	Hand	Forearm	Upper Arm	Shoulder	Neck	Head	Chest	Belly	Groin	Thigh	Calf	Foot
5	1%	2%	2%	2%	2%	4%	1%	1%	2%	1%	1%	5
10	2% -1 COO				5% -1 FOR	6% -1 STR						10
15		3% Stun		3% -1 COO	8% -1 STR	8% -1 COO	3%	3% -1 FOR	5% -2 FOR		2%	15
20			3% -1 FOR		5% -1 SPE	11% Attack at -2				3%		20
25	6% -1 STR	6% -1 STR			8% -2 STR	10% -2 COO	5% -1 SPE		7% -2 SPE		4% -1 SPE	25
30			6% -1 STR			12% Stun				6% -1 FOR		30
35	7% -2 FOR	8% -2 STR	7% -2 FOR			14% -3 SPE		6% -1 FOR			8% -2 FOR	35
40				10% -2 SPE		17% Attack at -2						40
45	10% -3 FOR	10% Attack at -2	8% -1 COO			24% Attack at -2	8% -1 STR					45
50				12% Stun		28% -1%/round						50
55	11% Stun	11% Stun	10% -2 SPE			28% -1%/round	10% -2 STR					55
60	12% Attack at -1	13% -1%/round	12% Attack at -1			32% Attack at -4						60
65				15% PD		32% Attack at -4						65
70	14% -3 STR	14% -2 FOR	14% -2 COO			32% Attack at -4						70
75				16% -3 COO		32% Attack at -4						75
80	14% -3 STR	14% -2 FOR	14% -2 COO			32% Attack at -4						80
85	15% PD	15% PD	15% PD			32% Attack at -4						85
90	19% -1%/round	15% PD	17% -2 STR			32% Attack at -4						90
95	22% Stun	16% -5 STR	17% -2 STR			32% Attack at -4						95
00	24% Attack at -2	18% Attack at -3	18% PD			32% Attack at -4						00
5	26% -3%/round	19% -2%/round	21% -1%/round			32% Attack at -4						5
10	28% Attack at -3	19% -2%/round	24% Attack at -2			32% Attack at -4						10
15						32% Attack at -4						15
20						32% Attack at -4						20
25						32% Attack at -4						25
30						32% Attack at -4						30
35						32% Attack at -4						35
40						32% Attack at -4						40
45						32% Attack at -4						45
50						32% Attack at -4						50
55						32% Attack at -4						55
60						32% Attack at -4						60
65						32% Attack at -4						65
70						32% Attack at -4						70
75						32% Attack at -4						75
80						32% Attack at -4						80
85						32% Attack at -4						85
90						32% Attack at -4						90
95						32% Attack at -4						95
00						32% Attack at -4						00

### Points Awarded for Casting Spells

SPELL COST	1ST	2ND	3RD	4TH	5TH
1-5	1	½	¼	—	—
6-10	1	½	¼	¼	—
11-15	1½	1	½	¼	¼
16-24	2	1½	1	½	¼
25-34	2½	2	1½	1	½
35-44	3	2½	2	1½	1
45+	3½	3	2½	2	1½

### Stun Table

ROLL	VS I	VS II	VS III	VS IV
4	self-critical (31-40%) for all 4 tables			
5	self-critical (2-20%) for all 4 tables			
6	weapon damage for all 4 tables			
7	loss of weapon for all 4 tables			
8	miss	miss	miss	miss
9	miss	miss	miss	miss
10	miss	miss	miss	miss
11	1-10	1-6	1	1
12	1-10	1-6	1	1
13	11-20	1-10	2	1
14	11-20	1-10	2	1
15	21-30	2-12	1-6	2
16	21-30	2-12	1-6	2
17	31-40	11-20	2-12	1-6
18	31-40	11-20	2-12	1-6
19	41-50	11-20	2-12	1-6
20	51-60	21-30	11-20	2-12
21	61-70	21-30	11-20	2-12
22	71-80	31-40	11-20	2-12
23	81-90	31-40	11-20	2-12
24	91-100	41-50	21-30	11-20
25+	fatal	51-60	31-40	21-30

### RANDOM HIT LOCATION

roll d%	
01-13	hand
14-21	forearm
22-29	upper arm
30-39	shoulder
40-44	neck
45-52	head
53-65	chest
66-75	belly
76-81	groin
82-91	thigh
92-97	calf
98-00	foot

### Missile and Lance Combat Table

4	broken weapon
5	damaged weapon
6-7	damaged weapon
8-13	miss/loss of lance
14	near miss
15	random hit at -10%
16	random hit
17	hit
18	hit
19	hit at +10%
20	hit at +20%
21	hit at +30%
22	hit at +40%
23	hit at +50%
24	hits off the chart (00+)
25+	fatal wound

