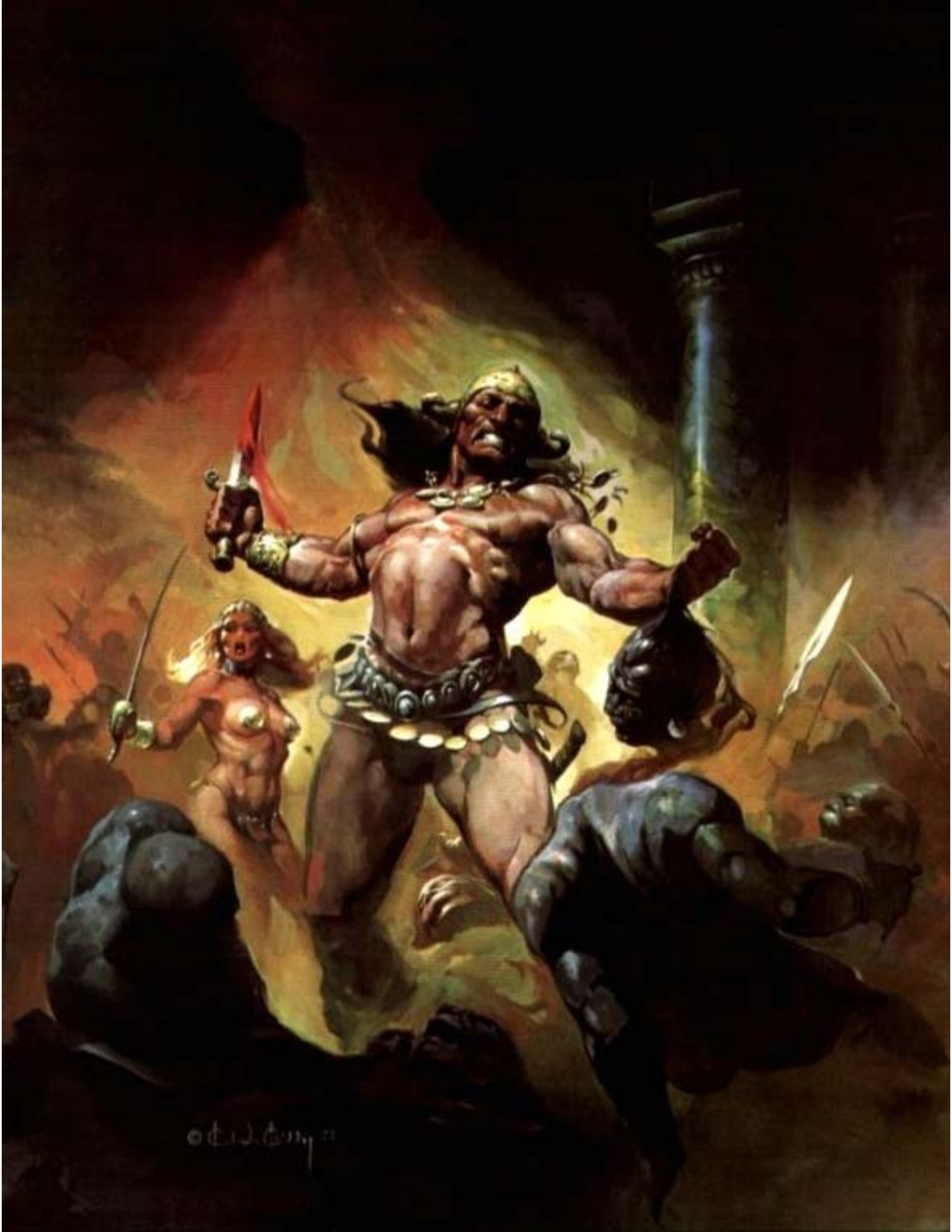


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APPENDIX A

COMBAT TABLES

LIGHT FOOT vs

Light Foot -1 die per man, 6 kills
 Heavy Foot -1 die per two men, 6 kills
 Armored Foot -1 die per three men, 6 kills
 Light Horse -1 die per two men, 6 kills
 Medium Horse -1 die per three men, 6 kills
 Heavy Horse -1 die per four men, 6 kills

LIGHT HORSE vs

Light Foot -2 dice per man, 5, 6 kills
 Heavy Foot -2 dice per man, 6 kills
 Armored Foot -1 die per man, 6 kills
 Light Horse -1 die per man, 6 kills
 Medium Horse -1 die per two men, 6 kills
 Heavy Horse -1 die per three men, 6 kills

HEAVY FOOT* vs

Light Foot -1 die per man, 5, 6 kills
 Heavy Foot -1 die per man, 6 kills
 Armored Foot -1 die per two men, 6 kills
 Light Horse -1 die per two men, 6 kills
 Medium Horse -1 die per three men, 6 kills
 Heavy Horse -1 die per four men, 6 kills

MEDIUM HORSE vs

Light Foot -2 dice per man, 4-6 kills
 Heavy Foot -2 dice per man, 5, 6 kills
 Armored Foot -2 dice per man, 6 kills
 Light Horse -1 die per man, 5, 6 kills
 Medium Horse -1 die per man, 6 kills
 Heavy Horse -1 die per two men, 6 kills

HEAVY HORSE vs

Light Foot -4 dice per man, 5, 6 kills
 Heavy Foot -3 dice per man, 5, 6 kills
 Armored Foot -2 dice per man, 5, 6 kills
 Light Horse -2 dice per man, 5, 6 kills
 Medium Horse -1 die per man, 5, 6 kills
 Heavy Horse -1 die per man, 6 kills

ARMORED FOOT* vs

Light Foot -1 die per man, 4-6 kills
 Heavy Foot -1 die per man, 5, 6 kills
 Armored Foot -1 die per man, 6 kills
 Light Horse -1 die per man, 6 kills
 Medium Horse -1 die per two men, 6 kills
 Heavy Horse -1 die per three men, 6 kills

Swiss/Landsknechte attacking in close formation (5x2 figures minimum) fight as Armored Foot, with extra die for weapons. For every two men so attacking as additional "mass shock" die is added. When defending in close order (1" or less apart), with pole arms facing the enemy, they are treated as Heavy Foot. If attacked in flank or rear, or when in open order, they are treated as Light Foot.

All troops formed in close order, with pole arms, can only suffer frontal melee casualties from troops armed with like weapons. While a Knight armed with a lance could attack a halbard formation, he could not attack a formation of pikes.

* Men armed with pike or halbard add an extra die.

APPENDIX B	ATTACKER'S WEAPON	DEFENDER'S ARMOR PROTECTION TYPE									
		NO ARMOR	LEATHER OR PADDED ARMOR	SHIELD ONLY	LEATHER ARMOR + SHIELD	CHAIN, BANDED, STUDDED, OR SPLINT MAIL	CHAIN MAIL + SHIELD CHAIN +	PLATE ARMOR	PLATE ARMOR AND SHIELD	HORSE NO ARMOR	HORSE BARDED
MAN-TO-MAN MELEE TABLE	1. Dagger	6	7	8	8	9	10	12*	12*	8	10
	1. Hand Axe	7	7	8	9	10	10	11	12	9	11
	3. Mace	8	8	8	9	8	8	7	8	10	12
	4. Sword	7	8	8	9	8	9	10*	11*	8	10
	5. Battle Axe	8	8	8	8	7	7	9	10	7	9
	6. Morn. Star	6	6	7	7	6	7	8	8	8	8
	7. Flail	7	7	7	7	6	7	6	7	6	8
	8. Spear	8	8	9	9	10	10	11*	12*	7	9
	9. Pole arms	6	6	6	7	7	8	9*	10*	6	8
	9. Halbard	8	8	8	7	6	6	7	8	7	9
	10. 2 Hnd. Swd.	6	6	6	6	5	5	6	7	6	8
	11. Mtd. Lance	5	5	5	5	6	7	8	9	5	7
12. Pike	8	8	8	8	8	8	9	10	5	7	

Roll two dice, score equal to or greater than the number shown kills.

* If man dismounted and Drone dice score of 7 or better kills.

There is a kill by a die roll equal to or greater than the numbers below*

Range	Weapon	Class of armor worn by defender								Horse	
		1.	2.	3.	4.	5.	6.	7.	8.	No Armor	Armored (Barbed)
15	Short Bow	6-7-8	6-7-8	6-7-8	7-8-9	8-9-0	9-0-1	1-2-/-	2-/-/-	0-2-/-	2-/-/-
18	Horsebow	5-6-7	5-6-8	5-6-8	6-7-8	8-9-0	9-0-1	1-2-/-	2-/-/-	9-0-1	2-/-/-
18	Light Cross-bow	5-6-7	5-7-8	5-7-8	6-7-9	8-9-0	0-1-/-	1-2-/-	2-/-/-	9-0-/-	2-/-/-
21	Longbow	5-6-7	5-6-7	5-6-7	5-6-8	6-7-9	8-9-0	9-1-/-	1-2-/-	7-9-2	9-1-/-
24	Composite	5-6-7	5-6-7	5-6-7	5-7-8	6-8-0	8-0-1	9-2-/-	1-/-/-	7-0-2	0-2-/-
24	Heavy Cross-bow	4-5-6	4-6-7	4-6-7	5-7-8	6-8-9	7-9-0	8-0-1	0-1-2	7-9-2	9-1-/-
18	Arquebus	5-6-8	5-6-8	5-6-8	5-6-8	6-7-8	6-8-9	7-9-0	8-0-2	6-9-1	8-0-2

* First number is for close range, second number for medium range, third number for maximum range. Ranges are for maximum range. Ranges are divided in thirds, so a Composite Bow's close range is 1-8", medium range 9-16", and maximum range 17-24". Note: 0 = 10, 1 = 11, 2 = 12, / = inability to kill. Cover subtracts from dice scores.

Individual Fires With Missiles

APPENDIX E

FANTASY COMBAT TABLE

ATTACKER

	DEFENDER												
	BALROG	DRAGON	ELEMENTAL	ENT (TREE)	GIANT	HERO*	LYCANTHROPE	ROC	SUPER HERO *	TROLL, OGRE	WIGHT, GHOUL	WIZARD*@	WRAITH *
BALROG	7	11	11	8	8	4	6	1-	7	6	4	8	11
DRAGON	6	8	10	6	9	5	4	8	8	5	2	10	7
ELEMENTAL	10	10	11	7	9	4	4	7	7	7	2	8	10
ENT (TREE)	12	12	12	7	8	4	4	11	7	7	3	10	10
GIANT	9	9	10	7	9	6	5	7	9	6	4	10	10
HERO*	11	12	10	12	11	7	8	10	10	9	6	11	11
LYCANTHROPE	10	12	12	12	10	7	9	10	10	8	6	10	12
ROC	12	12	12	9	10	5	6	9	8	6	5	10	9
SUPER HERO *	9	10	8	11	9	5	6	8	8	5	4	9	8
TROLL, OGRE	10	12	11	10	9	8	8	9	11	7	10	11	12
WIGHT, GHOUL	12	12	12	12	11	9	8	11	12	9	8	10	7
WIZARD*@	7	9	6	10	11	8	7	9	10	8	6	10	5
WRAITH *	10	12	7	12	12	8	9	10	10	9	11	12	7

Roll TWO dice:

- Score UNDER total shown on the table means NO EFFECT
- Score EQUAL to total means defender must FALL BACK 1 MOVE
- Score OVER the total shown above indicates that the DEFENDER IS KILLED

Characters below Hero level cannot roll on this table. Hero – 1 characters may attempt fantasy combat, unless the required roll to hit for a Hero is 12.

* May withdraw from combat if opponent dice score is NO EFFECT

@ Note that other magic users are at lesser values

For combat against men and smaller creatures, as well as special combat abilities, see the section pertaining to each particular type.

SPELL COMPLEXITY

VALUE	EFFECT	SEER	MAGICIAN	WARLOCK	SORCERER	WIZARD
1	I	8	7	6	5	4
	D	7	6	5	4	3
	N	5	4	3	-	-
2	I	9	8	7	6	5
	D	8	7	6	5	4
	N	6	5	4	3	-
3	I	10	9	8	7	6
	D	9	8	7	6	5
	N	7	6	5	4	3
4	I	11	10	9	8	7
	D	10	9	8	7	6
	N	8	7	6	5	4
5	I	12	11	10	9	8
	D	11	10	9	8	7
	N	9	8	7	6	5
6	I	—	12	11	10	9
	D	12	11	10	9	8
	N	10	9	8	7	6

If there are two or more opposing Wizards, determine which is the stronger magician (by casting dice if necessary). The stronger magician can successfully cast a counter-spell with a 2d6 score of 7 or better, while a weaker magician needs a score of 8, 9, 10 or 11, depending on his relative strength (Seer, Magician, Warlock, Sorcerer, Wizard, in increasing order of power). Thus, a Seer attempting to counter the spell of a Wizard needs to roll an 11 on 2d6 to counter the spell. A counter-spell fully occupies a magician's powers—he can cast no other spells that round.

- I = Spell immediately takes effect
- D = Spell delayed until next turn
- N = Spell negated or otherwise non-effective

<u>Fighting Capability</u>	<u>Spells & Level</u> 1 2 3 4 5 6	<u>Fighting Capability</u>	<u>Spells & Level</u> 1 2 3 4 5 6
<u>Fighting-Men</u>		<u>Sorcerers / Thieves</u>	
Man + 1	NIL	Man	1 - - - - -
2 Men + 1	NIL	Man + 1	2 - - - - -
3 Men or Hero -1	NIL	2 Men	3 1 - - - -
Hero	NIL	2 Men + 1	4 2 - - - -
Hero + 1 or 5 Men	NIL	3 Men	4 2 1 - - -
Hero + 1 or 6 Men	NIL	3 Men + 1	4 2 2 - - -
Superhero -1	NIL	Hero -1	4 3 2 1 - -
Superhero	NIL	Hero	4 3 3 2 - -
Superhero + 1	NIL	Hero + 1	4 3 3 2 1 -
Superhero +1	NIL	Wizard	4 4 3 3 2 -
Superhero +2		Wizard	4 4 4 3 3 -
Superhero +2		Wizard	4 4 4 4 4 1
9 Men +2 or Superhero +2		Wizard	5 5 5 4 4 2
9 Men +2 or Superhero +2		Wizard + 1	5 5 5 4 4 3
9 Men +2 or Superhero +2		Wizard + 1	5 5 5 4 4 4
10 Men +2 or Superhero +2		Wizard +2	5 5 5 5 5 5

*Pips add or subtract from highest die (Troop Type), last attack in sequence (Man-to-Man), or attack total (Fantasy Combat--Hero + only)

SAVING THROWS

<u>Level</u>	<u>Saved on:</u>
1-3	11
4-6	9
7-9	6
10-12	5
13+	4

<u>MISSILE FIRE (TROOP TYPE SYSTEM)</u>								
NUMBER	<u>TARGET/DIE</u>				# FIRE	<u>Full Armor</u>		
	<u>Unarmored</u>	<u>1/2 Armor / Shield</u>	<u>2-3</u>	<u>4-6</u>		<u>2-4</u>	<u>5-6</u>	
<u>FIRING</u>	<u>2</u>	<u>3-6</u>	<u>2-3</u>	<u>4-6</u>				
1-2	0	1	0	0	4-8	0	1	
3-4	1	2	0	1	9-12	1	2	
5-6	2	3	1	2	13-16	2	3	
7-8	3	4	2	3	17-20	3	4	
9-10	4	5	3	4				

Secret Doors
Traps
Hear Noise
Surprise } 1-2
Surprise allows one free round of action.
NPC REACTION
2-5: Negative
6-8: Neutral
9-12: Positive

SAVING THROW CATEGORIES (BONUSES BY CLASS)

<u>CLASS</u>	<u>Death</u>	<u>Wands</u>	<u>Stone</u>	<u>Dragon Breath</u>	<u>Spell/staff</u>
Sorcerer	+1	+1	+2	+0	+3
All Others	+2	+1	+1	+0	+0

CREATURES AND COMBAT

Creature	AC	HD	Atk	Def	FC
Ape-Thing (Ogre)					Ogre
Basilisk	4	6+1	Arm. Ft.	Hvy. Hrs.	
Black Pudding	2	10	-	-	-
Cockatrice	6	5	Arm. Ft.	Hvy. Ft.	
Demon, Master	2	15-16	Hvy. Hrs.	Hvy. Hrs.	Balrog
Demon, Minor	4	7-9	Arm. Ft.	Arm. Ft.	Ogre
Demon, Mod.	3	10-12	Hvy. Ft.	Hvy. Ft.	Djinn
Dire Wolf/Cat	5	4	Hvy. Ft.	Hvy. Ft.	Roc
Dragon	2	8-12	Hvy. Hrs.	Hvy. Hrs.	Dragon
Elemental	2	8-16	Arm. Ft.	Arm. Ft.	Elemental
Gargoyle	2	4	Arm. Ft.	Arm. Ft.	-
Ghast	5	4	Hvy. Hrs.	Hvy. Hrs.	-
Ghoul	6	3	Lt. Hrs.	Hvy. Hrs.	-
Giant	4	10-13	Arm. Ft.	Arm. Ft.	Giant
Giant Bird	4	3+1	Lt. Hrs.	Hvy. Hrs.	Roc
Giant Serpent	3	8	Hvy. Hrs.	Hvy. Hrs.	Roc
Golem	2	8	Hvy. Hrs.	Hvy. Hrs.	Elemental
Gray Ooze	4	3	-	-	-
Green Slime	3	3	-	-	-
Lycanthrope	3	4	Arm. Ft.	Hvy. Ft.	Lycanthrope
Man-Thing (Orc)	5	3	Hvy. Ft.	Hvy. Ft.	-
Pygmy (Goblin)	6	1	Lt. Ft.	Lt. Ft.	-
Sea Monster	2	15-16	Hvy. Hrs.	Hvy. Hrs.	Dragon
Serpent Men	4	1-10	Arm. Ft.	Hvy. Ft.	-
Skeleton	8	1	Lt. Ft.	Hvy. Ft.	-
Spectre	3	6	Hvy. Hrs.	Hvy. Hrs.	-
Vampire	2	7-9	Hvy. Hrs.	Hvy. Hrs.	-
Wight	3	3	Lt. Hrs.	Lt. Hrs.	-
Wraith	3	4	Hvy. Hrs.	Hvy. Hrs.	-
Yellow Mold	-	-	-	-	-
Zombie	8	2	Hvy. Ft.	Hvy. Ft.	-

SPECIAL RULES

GRAPPLING

Make an unarmed attack roll, ignoring armor (vs. AC 9). If successful, each side rolls 2d6+ Fighting Capacity. Tie=both sides locked and immobile. If one side wins, Loser thrown off and stunned (as below).

UNARMED COMBAT

Attack as Dagger -1. Damage 1d6. Monks treat unarmed strikes as armed per the character class.

DISARM

Attack vs. AC 2. Success=defender save vs. Dragon Breath or disarmed. Disarm is the only thing that can be attempted in a turn.

MOUNTED COMBAT

Mounted warriors gain +1 to strike those on foot. Horse and Rider attack. Lt., Med. horses as mace, Hvy. as flail. Disarm to unhorse and stun rider (as below).

STUNNED (1d6)

1-2: not stunned
3-5 Stunned 1 round
6: Stunned 2 rounds.

ORDER OF BATTLE

1. **Determination of Surprise, Initiative, and any other encounter reaction.** Retreats, routs, and fighting withdrawals begin. Spell effects carried over from earlier rounds take place.
2. **Projectiles, Spellcasting, and/or breath weapons** in initiative order. Those with split move and fire may movement (up to ½ move distance as in step 4) and then loose. Magic-users cannot move or direct a mount and cast a spell in the same round. Casting magic-users struck by projectiles or engaged in melee lose their spell. Anyone receiving damage such that their Hit Points are reduced to zero (0) or less are dead or unconscious and may take no further action in the round.
3. **Both sides move or take some action.** Characters on either side can only move ½ their movement distance and engage in melee or other activities in the same round unless they charge. Split move may move their other ½ movement distance.
4. **Characters within melee distance fight 1 round of melee.**
5. **Spells that were started in steps 2-3 take effect.**
7. **New round begins.**