Combat

Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

Armor Class (AC) is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's Armor Class, while being attacked from behind worsens his AC.

Armor (Table M1) provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is no small task.

Armor Class is measured on a scale from 10, the worst (buck naked human), to -12, the best (very powerful magical armors). *The lower the number, the more effective the armor.* Shields can also improve the AC of a character (see "Shields" under Money and Equipment).

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear.

Damage is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in *hit points.* Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current hit point total. When this reaches 0, the character is dead.

Initiative determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation, and chance.

At the start of each round of a battle, an initiative roll is made by both sides. This roll can be modified by the abilities of the combatants and by the situation. The person or side with the lower modified die roll acts first.

Melee is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.

Missile combat is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.

Saving throws are measures of a character's resistance to special types of attacks--poisons, magic, and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level; Dexterity and general mental fortitude aid in honing combat senses. Experience makes saving throws easier.

Surprise can happen any time characters meet another group unexpectedly (monsters, evil knights, peasants, etc.). Surprise is simply what happens when one side--a person or party--is taken unawares, unable to react until they gather their wits. Their opponents, if unsurprised, are allowed a bonus round of action while the surprised characters recover. It's entirely possible for both sides in a given situation to be surprised!

Attacking with surprise gives bonuses to the attack roll (see Table M3). A surprised character also has a decreased chance of rolling a successful saving throw, if one is needed.

Surprise is determined by a die roll and is normally checked at the beginning of an encounter. Surprise is very unpredictable, so there are very few modifiers to the roll.

THAC0 is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an Armor Class 0 target successfully. THAC0 depends on a character's class and level (see Table M8). The THAC0 number can be used to calculate the number needed to hit any Armor Class. THAC0 is refigured each time a character increases in level. Using THAC0 speeds the play of combat greatly.

The Attack Roll

At the heart of the combat system is the attack roll. This is the die roll that determines whether an attack succeeds or fails. The number a player needs in order to make a successful attack roll is also called the "to-hit" number.

Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists, tackling, and other hand-to-hand attacks. Attack rolls are also used to resolve a variety of potentially injury-causing actions that require accuracy (for example, throwing a rock at a small target or tossing a sword to a party member in the middle of a fight).

Figuring the To-Hit Number

The first step in making an attack roll is to find the number needed to hit the target. Subtract the Armor Class of the target from the attacker's THAC0. (Remember that if the Armor Class is a negative number, you *add* it to the attacker's THAC0.) The character has to roll the resulting number, or higher, on 1d20 to hit the target.

THAC0 is modified by weapon bonuses, Strength bonuses, and the like (the next section "Modifiers to the Attack Roll," lists the specifics of these modifiers). Figure Strength and weapon modifiers, subtract the total from the base THAC0, and record this modified THAC0 with each weapon on the character sheet. Subtract the target's Armor Class from this modified THAC0 when determining the to-hit number.

The DM may also throw in situational modifiers, (for example, a bonus if the target is struck from behind, or a penalty if the target is crouching behind a boulder). If the final, modified die roll on 1d20 is equal to or greater than the number needed to hit the target, the attack succeeds. If the roll is lower than that needed, the attack fails.

Modifiers to the Attack Roll

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

Strength Modifiers: A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a spear or an axe).

A positive Strength modifier can be applied to bows if the character has a special bow made for him, designed to take advantage of his high Strength. Characters with Strength penalties always suffer them when using a bow weapon. They simply are not able to draw back the bowstring far enough. Characters never have Strength modifiers when using crossbows--the power of the shot is

imparted by a machine, not the player character.

Magical items: The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a **sword +1** improves a character's chance to hit by one. A suit of **chain mail +1** improves the Armor Class of the character by one (which means you *subtract* one from the character's AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class.

There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

Table M3 lists some standard combat modifiers. Positive numbers are bonuses for the attacker; negative numbers are penalties.

Called Shots

To make a called shot, a player must announce his intention before any initiative dice are rolled. Upon doing so, he suffers a +1 penalty to his initiative (representing the time spent carefully aiming his attack).

When the character does get a chance to act, his attack roll suffers a -4 penalty. If the roll succeeds, the called shot accomplishes what the player wanted; if the roll missed, no damage occurs.

Because the AD&D game uses a generalized system for damage, called shots cannot be used to accomplish certain things. Against a creature, a called shot will only cause the normal amount of damage allowed the weapon. Attempts to outright kill a creature are seldom successful. Attempts to blind, cripple, or maim can succeed, but are rarely effective. So what can it do?

A called shot can cause a target to drop items or react in some other, more subtle, way. It can penetrate weak points in armor. It also can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise damage items. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest.

Critical Hits:

These rare occurrences represent the exceptions of luck and skill when the character or creature manages to find a chink in the opponents defenses and land a more than normally telling blow. All such cases are not automatic kills. Indeed AD&D combat is much less deadly than the real thing. In any case where the player rolls a natural 20 during his combat round with a melee or missile weapon a possible critical hit has occurred. The player then rolls the d20 again, and an unmodified successful hit is required. That is no minus or pluses for strength, weapon, or situation apply. If such bonuses are required to get a successful hit, a critical hit is not possible. If the second roll is successful the hit is a critical. The player then rolls damage normally and rolls percentile dice (d100) on the critical hit table (Table M9) for the results. The results of a critical hit can be anything from double the base damage to instant death.

In the case of all critical hits the wounded creature or character must roll a system shock check to remain in the fight. Even if only 2 hit points of damage where delivered in the blow.
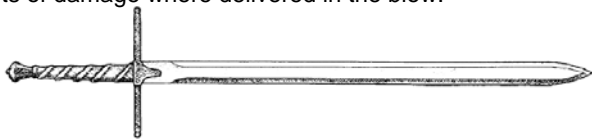
Impossible To-Hit Numbers

Sometimes the attacker's to-hit number seems impossible to roll. An attack may be so difficult it requires a roll greater than 20 (on a 20-sided die!), or so ridiculously easy it can be made on a roll less than 1. In both cases, an attack roll is still required.

The reason is simple: With positive die roll modifiers (for magic, Strength, situation, or whatever), a number greater than 20 can be rolled. Likewise, die roll penalties can push the attack roll below 0.

No matter what number a character needs to hit, a roll of 20 is always a possible hit and a roll of 1 is always a miss. Under most circumstances, a natural 20 followed by a roll of modified or natural 20 hits. Even if the hit is otherwise impossible for the character.

Thus, even if a character's chance to hit a monster is 23 and the character has a -3 penalty applied to the die roll, he might be able to score a hit, but only if the die roll is a 20 before any modifiers are applied. In truly bizarre circumstances, such as tossing a two-handed sword 30 feet to hit an opponent, the DM may rule that a hit is impossible, no matter what the die roll is. Under no circumstance will the DM allow themselves, or their game to be abused by the rules.

Likewise, a character able to hit a monster on a 3 or better, waving a **sword +4**, could still miss if a 1 is rolled on the die. In all cases a natural 1 misses, regardless of any modifiers applied to the die roll.

There are no sure things, good or bad, in the unpredictable chaos of combat situations.

Calculating THAC0

To make an attack roll, the character's THAC0 must be known. This depends on the group and level, if the attacker is a player character or NPC, or the Hit Dice if the attacker is a monster or an animal. All 1st level characters have THAC0s of 20, regardless of class.

For a character of level 1 through level 20, consult Table M8. This table lists the THAC0 number of each group through 20th level, so players don't have to perform any calculations.

For a character higher than 20th level, find the Improvement Rate for the character's class in Table M4. There you'll find the number of levels a character must advance to reduce his THAC0 by 1 (or more) points. Calculate the character's THAC0 according to his level.

The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to *rounds* (also called melee rounds or combat rounds). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

A round is approximately one minute long. Ten combat rounds equal a *turn* (or, put another way, a turn equals 10 minutes of game time). This is particularly important to remember for spells that last for turns, rather than rounds.

But these are just approximations--precise time measurements are impossible to make in combat. An action that might be ridiculously easy under normal circumstances could become an undertaking of truly heroic scale when attempted in the middle of a furious, chaotic battle.

Imagine the simple act of imbibing a healing potion. First, a character decides to drink the potion before retiring for the night. All he has to do is get it out of his backpack, uncork it, and drink the contents. No problem.

Now imagine the same thing in the middle of a fight. The potion is safely stowed in the character's backpack. First, he takes stock of the situation to see if anyone else can get the potion out for him, but, not surprisingly, everyone is rather busy. So, sword in one hand, he shrugs one strap of the pack off his shoulder. Then, just as two orcs leap toward him, the other strap threatens to slip down, entangling his sword arm. Already the loose strap keeps him from fully using his shield.

Holding the shield as best as possible in front of him, he scrambles backward to avoid the monsters' first wild swings. He gets pushed back a few more feet when a companion shoulders past to block their advance. His companion bought him a little time, so he kneels, lays down his sword, and slips the backpack all the way off. Hearing a wild cry, he instinctively swings his shield up just in time to ward off a glancing blow.

Rummaging through the pack, he finally finds the potion, pulls it out, and, huddling behind his shield, works the cork free. Just then there is a flash of flame all around him--a fireball! He grits his teeth against the heat, shock, and pain and tries to remember not to crush or spill the potion vial. Biting back the pain of the flames, he is relieved to see the potion is still intact.

Quickly, he gulps it down, reclaims his sword, kicks his backpack out of the way, and runs back up to the front line. In game terms, the character withdrew, was missed by one attacker, made a successful saving throw vs. spell (from the fireball), drank a potion, and was ready for combat the next round.

What You Can Do in One Round

Whatever the precise length of a combat round, a character can accomplish only one basic action in that round, be it making an attack, casting a spell, drinking a potion, or tending to a fallen comrade. The basic action, however, may involve several lesser actions.

When making an attack, a character is likely to close with his opponent, circle for an opening, feint here, jab there, block a thrust, leap back, and perhaps finally make a telling blow. A spellcaster may fumble for his components, dodge an attacker, mentally review the steps of the spell, intone the spell, and then move to safety when it is all done. It has already been shown what drinking a potion might entail. All of these things might happen in a bit less than a minute or a bit more, but the standard is one minute and one action to the round.

Some examples of the actions a character can accomplish include the following:

Make an attack (make attack rolls up to the maximum number allowed the character class at a given level)
- Cast one spell (if the casting time is one round or less)
- Drink a potion
- Light a torch
- Use a magical item
- Move to the limit of his movement rate
- Attempt to open a stuck or secret door
- Bind a character's wounds
- Search a body
- Hammer in a spike
- Recover a dropped weapon

There are also actions that take a negligible amount of time, things the character does without affecting his ability to perform a more important task. Examples of these include the following:

- Shout warnings, brief instructions, or demands for surrender, but not conversations where a reply is expected.
- Change weapons by dropping one and drawing another.
- Drop excess equipment, such as backpacks, lanterns, or torches.

The Combat Sequence

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus, combats are filled with unknowns--unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions that occur. Within a combat round, there is a set series of steps that must be followed. These steps are:

1. The DM decides what actions the monsters or NPCs will take, including casting spells (if any).
2. The players indicate what their characters will do, including casting spells (if any).
3. Initiative is determined.
4. Attacks are made in order of initiative.

These steps are followed until the combat ends--either one side is defeated, surrenders, or runs away.

NPC/Monster Determination: In the first step, the DM secretly decides in general terms what each opponent will do--attack, flee, or cast a spell. He does not announce his decisions to the players. If a spell is to be cast, the DM picks the spell before the players announce their characters' actions.

Player Determination: Next, the players give a general indication of what their characters are planning to do. This does not have to be perfectly precise and can be changed somewhat, if the DM decides circumstances warrant.

If the characters are battling goblins, a player can say, "My fighter will attack" without having to announce which goblin he will strike. If the characters are battling a mixed group of goblins and ogres, the player has to state whether his character is attacking goblins or ogres.

Spells to be cast must also be announced at this time and cannot be changed once the initiative die is rolled.

Before moving on, the DM will make sure he has a clear idea of not only what the player characters are doing, but also what actions any hirelings and henchmen are taking. Once he has a clear view of everything that's likely to happen, the DM can overrule any announced action that violates the rules (or in the case of an NPC, is out of character).

He is not required to overrule an impossible action, but he can let a character attempt it anyway, knowing full well the character cannot succeed. It is not the DM's position to advise players on the best strategies, most intelligent actions, or optimum maneuvers for their characters.

Initiative: In the third step, dice are rolled to determine initiative, according to the rules for initiative (see "Initiative" below).

Resolution: In the last step, PCs, NPCs, and monsters make their attacks, spells occur, and any other actions are resolved according to the order of initiative.

The above sequence is not immutable. Indeed, some monsters violate the standard sequence, and some situations demand the application of common sense. In these cases the DM's word is final.

Initiative

The initiative roll determines who acts first in any given combat round. Initiative is not set, but changes from round to round (combat being an uncertain thing, at best). A character never knows for certain if he will get to act before another.

Initiative is normally determined with a single roll for each side in a conflict. This tells whether all the members of the group get to act before or after those of the other side(s).

Situational factors can affect who has initiative. To reflect this, modifiers are added to or subtracted from the initiative die roll.

My standard method of determining initiative is that each player character involved in the fight rolls and then modifies his own initiative roll (1d10). NPCs are rolled by the controlling players or the DM. Opposing initiative is rolled by the DM on an Individual or mass basis depending on the circumstances of the combat.

Multiple Attacks and Initiative

Often combat involves creatures or characters able to attack more than once in a single round. This may be due to multiple attack forms (claws and bite), skill with a weapon, or character level. No matter what the reason, all multiple attacks are handled by one of two methods.

When multiple attacks are the result of different attack forms--claws and a bite or bite and tail or a ranger with his two-weapon combat ability for example--the attacks all occur at the same time. The creature resolves all of its attacks in initiative order.

When the attacks are true multiples--using the same weapon more than once--as in the case of a highly skilled fighter, the attacks are staggered. Everyone involved in the combat completes one action before the second (or subsequent) attack roll is made.

Take, for example, a fighter who can attack twice per round, and say he's battling creatures that can only make one attack. The fighter wins initiative. He makes his first attack according to the rolled initiative order. Then each creature gets its attack. Finally, the fighter gets his second attack.

If fighters on both sides in a battle were able to attack twice in the round, their first attacks would occur according to the initiative roll. Their second attacks would come after all other attacks, and would then alternate according to the initiative roll.

Spellcasting and Initiative

Casting times for spells can modify initiative rolls, creating a realistic delay for the spellcaster. When a spell's "Casting Time" parameter is given as a number without any units (for example, rounds or turns), then that number is added to the caster's initiative roll to determine his modified initiative. When a spell requires a round or more to cast, a normal initiative roll is not made--a spell requiring one round to cast takes effect at the end of the current round, after all other actions are completed.

Spells that require more than one round to cast involve some bookkeeping. The DM or one of the players must keep track of the rounds spent in casting. If the spellcasting character is disturbed during this time, the spell is lost. If all goes well, the spell takes effect at the very end of the last round of the required casting time. Thus, a spell requiring 10 minutes to cast would require 10 combat rounds, and wouldn't take effect until the very end of the 10th round.

Attacking with Two Weapons

A tricky fighting style available only to warriors and rogues is that of fighting with two weapons simultaneously. The character chooses not to use a shield in favor of another weapon, granting him a greater number of attacks, with a penalty to his attack rolls (rangers are exempt from the attack roll penalty).

When using a second weapon in his off-hand, a character is limited in his weapon choice. His principal weapon can be whatever he chooses, provided it can be wielded with one hand. The second weapon must be smaller in size and weight than the character's main weapon (a dagger can always be used as a second weapon even if the primary weapon is also a dagger). A fighter can use a long sword and a short sword, or a long sword and a dagger, but he cannot use two long swords. Nor can the character use a shield, unless it is kept strapped onto his back.

When attacking, all characters but rangers suffer penalties to their attack rolls. Attacks made with the primary weapon are made with a -1 to the rolls. Attacks made with the second weapon suffer a -2 penalty. A weapon proficiency in a two weapon fighting style will negate any attack penalty for the weapons the fighter is proficient with.

The use of two weapons enables the character to make one additional attack each combat round, with the second weapon. The character gains only one additional attack each round, regardless of the number of attacks he may normally be allowed. Thus, a warrior able to attack 3/2 (once in the first round and twice in the second) can attack 5/2 (twice in the first round and three times in the second).

Movement in Combat

Since a round is roughly a minute long, it should be easy for a character to move just about anywhere he wants during the course of the round. After all, Olympic-class sprinters can cover vast amounts of ground in a minute.

However, a character in an AD&D game is not an Olympic sprinter running in a straight line. He is trying to maneuver through a battle without getting killed. He is keeping his eyes open for trouble, avoiding surprise, watching his back, watching the backs of his partners, and looking for a good opening, while simultaneously planning his next move, sometimes through a haze of pain. He may be carrying a load of equipment that slows him down significantly. Because of all these things, the distance a character can move is significantly less than players generally think.

In a combat round, a being can move up to 10 times its movement rating in feet. Thus, if a character has a movement rating of 9, he can move up to 90 feet in a round. However, the types of moves a character can make during combat are somewhat limited.

Movement in Melee

The basic move is to get closer for combat--i.e., move close enough to an enemy to attack. This is neither a blind rush nor a casual stroll. Instead, the character approaches quickly but with caution. When closing for combat, a character can move up to half his allowed distance and still make a melee attack.

Movement and Missile Combat

Rather than slug it out toe to toe with an opponent, a character can move up to one-half his normal movement rate and engage in missile fire at half his normal rate of fire. Thus, a man capable of moving 120 feet and armed with a long bow (two shots per round, under normal circumstances) could move 60 feet and still fire one shot. The same man, armed with a heavy crossbow (one shot every other round) would be able to shoot only once every four rounds while on the move.

Charging an Opponent

A character can also charge a foe. A charge increases the character's movement rate by 50% and enables the character to make an attack at the end of his movement. A charging character also gains a +2 bonus to his attack roll, mainly from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

However, charging gives the opponents several advantages. First, they gain a -2 bonus to their initiative rolls. Second, charging characters gain no Dexterity bonuses to Armor Class and they suffer an AC penalty of 1. Finally, if the defender is using a spear or polearm weapon and sets it against the charge (bracing the butt against a stone or his foot), he inflicts double damage on a successful hit.
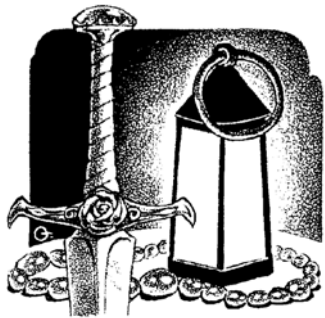
Retreat

To get out of a combat, characters can make a careful withdrawal or they can simply flee.

Withdrawing: When making a withdrawal, a character carefully backs away from his opponent (who can choose to follow). The character moves up to 1/3 his normal movement rate.

If two characters are fighting a single opponent and one of them decides to withdraw, the remaining character can block the advance of the opponent. This is a useful method for getting a seriously injured man out of a combat.

Fleeing: To flee from combat, a character simply turns and runs up to his full movement rate. However, the fleeing character drops his defenses and turns his back to his opponent.

The enemy is allowed a free attack (or multiple attacks if the creature has several attacks per round) at the rear of the fleeing character. This attack is made the instant the character flees: It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant.

The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

Attacking Without Killing

There are times when a character wants to defeat another being without killing it. A companion may have been charmed into attacking his friends (and his friends don't want to kill him to save themselves!); an enemy may have information the PCs can get only by subduing him; characters may simply see the monetary value of bringing back a real, live monster. Whatever the case, sooner or later characters are going to try.

There are several types of nonlethal attacks--punching, wrestling, martial arts style unarmed combat, subdual with weapons, and overbearing. Each is described below. Punching is basic bare-fisted fighting. Wrestling is the classic combination of grappling, holds, and throws. Overbearing is simply trying to pull down an opponent by sheer mass or weight of numbers, pinning him to the ground.

Use of the *unarmed combat* weapon proficiency is not related to attacking without killing. While the damage done in this manner can be non-lethal, the point behind these skills is to make the fighter as effective without weapons as he is with weapons.

Punching and Wrestling

These are the most basic of combat skills, unknowingly practiced by almost all children as they rough and tumble with each other. Thus, all characters, regardless of class, are assumed to be somewhat proficient in both these forms of fighting.

Punching occurs when a character attacks with his fists. No weapons are used, although the character can wear an iron gauntlet or similar item. Wrestling requires both hands free, unencumbered by shields and the like.

When punching or wrestling, a normal attack roll is made. The normal Armor Class of the target is used. If a character is attempting to wrestle in armor, the modifiers on Table M7 are used (these are penalties to the attacker's attack roll). Normal modifiers to the attack roll are also applied.

Penalties for being held or attacking a held opponent do not apply to wrestlers. Wrestling involves a lot of holding and twisting as it is, and the damage resolution system for punching and wrestling takes this into account.

Punch: If the attack roll is successful, the attacker rolls normal damage for his race (usually 1-2 for Humans and Humanoids), and

adds any strength bonus to the total. Only one point in four of punching damage is "real", that is it counts toward a kill of the creature attacked. In all examples of nonlethal combat this is the case. The creature is not dead at zero hit points, but rendered unconscious, and will have suffered 1/4 of their hit point total in actual damage. Cuts and bruises that result from hand to hand fighting. Each blow struck also has a chance of knocking the creature out. Any blow that accounts for more that 10% of a creature's hit point total has a chance of rendering that creature unconscious. The chance is equal to the percentage of the hit points damage done. The total is figured from the creatures remaining hit points, not their healthy total.

Wrestle: Instead of damage the attacker rolls a result on the Wrestle table (Table M6) and follows the results. A character attempting to wrestle a creature that is not using nonlethal attack opens themselves to a free attack before the close. Normal initiative is used when both opponents are using nonlethal combat.

This lists the action or type of grip the character managed to get. Wrestling results marked with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a successful strength check, the assistance of another person, or the successful use of a weapon. (Penalties to the attack roll apply to weapon attacks by a character who is in a hold.)

All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires), while continued holds cause cumulatively 1 more point of damage for each round they are held. A firm hold held for six rounds would inflict 21 points of damage total (1+2+3+4+5+6). Remember, this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes. As with punching damage only one point in four is real damage, and the affected creature will slip into unconsciousness when they reach zero hit points.

Overbearing

Sometimes the most effective attack is simply to pull an opponent down by sheer numbers. No attempt is made to gain a particular hold or even to harm the victim. The only concern is to pin and restrain him.

To overbear an opponent, a normal attack roll is made. For every level of size difference (1 if a Large attacker takes on a Medium defender, for example), the attack roll is modified by 4 (+4 if the attacker is larger; -4 if the defender is larger).

The defender also gains a benefit if it has more than two legs: a -2 penalty to the attacker's roll for every leg beyond two. There is no penalty to the defender if it has no legs. A lone Orc attempting to pull down a horse and rider would have at least a -8 penalty applied to the attack roll (-4 for size and -4 for the horse's four legs).

If the attack succeeds, the opponent is pulled down. A character can be pinned if further successful overbearing attacks are rolled each round. For pinning purposes, do not use the prone modifier to combat (from Table M3).

If multiple attackers are all attempting to pull down a single target, make only one attack roll with a +1 bonus for each attacker beyond the first. Always use the to-hit number of the strongest attacker to figure the chance of success. Modifiers for size should be figured for the largest attacker of the group.

Weapons In Nonlethal Combat

As you might expect, weapons have their place in nonlethal combat, whether a character is defending or pressing the attack.

Weapons in Defense: A character attempting to punch, wrestle, or overbear an armed opponent can do so only by placing himself at great risk. Making matters worse, an armed defender is automatically allowed to strike with his weapon before the unarmed attack is made, regardless of the initiative die roll.

Those involved in a wrestling bout are limited to weapons of small size after the first round of combat--it's very difficult to use a sword against someone who is twisting your sword arm or clinging to your back, trying to break your neck. For this reason, nearly all characters will want to carry a dagger or knife.

Nonlethal Weapon Attacks: It is possible to make an armed attack without causing serious damage (striking with the flat of the blade, for example). This is not as easy as it sounds, however.

First, the character must be using a weapon that enables him to control the damage he inflicts. This is impossible with an arrow or sling. It isn't even feasible with a war hammer or mace. It can be done with swords and axes, as long as the blade can be turned so it doesn't cut.

Second, the character has a -4 penalty to his attack roll, since handling a weapon in this way is clumsier than usual. The damage from such an attack is 50% normal; one-half of this damage is temporary.

Nonlethal Combat and Creatures

When dealing with nonhumaniod opponents, a number of factors must be considered.

First, unintelligent creatures, as a rule, never try to grapple, punch, or pull down an opponent. They cheerfully settle for tearing him apart, limb by limb. This, to their small and animalistic minds, is a better solution.

Second, the natural weapons of a creature are always usable. Unlike men with swords, a lion or a carnivorous ape doesn't lose the use of its teeth and fangs just because a character is very close to it.

Finally, and of greatest importance, creatures tend to be better natural fighters than humans. All attacks for a tiger are the same as punching or wrestling. It's just that the tiger has claws! Furthermore, a tiger can use all of its legs effectively -- front and back.

Touch Spells and Combat

Many spells used by priests and wizards take effect only when the target is touched by the caster. Under normal circumstances, this is no problem--the spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

Unwilling Targets: The spellcaster must make a successful attack roll for the spell to have any effect. The wizard or priest calculates his to-hit number normally, according to the intended victim's Armor Class and other protections. The DM can modify the roll if the victim is unprepared for or unaware of the attack. If the roll succeeds, the spellcaster touches the target and the normal spell effect occurs.

Willing Targets: When attempting to cast a spell on a willing target, the casting is automatic as long as both characters are not engaged in combat. For example, if a fighter withdraws from melee, a cleric could heal him the next round.

If the recipient of the spell attempts to do anything besides waiting for the spell to take effect, an attack roll against AC 10 must be made. However, no AC modifiers for Dexterity are applied, since the

target is not trying to avoid the spell!

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of his target, if they are continually in operation. A successful touch to a whight would not result in energy drain, since the power only works when the whight wills it, but touching a fire elemental would result in serious burns.

When a touch spell is cast, it normally remains effective only for that round. However, certain spells do specify special conditions or durations. Be sure to check each spell description carefully.

Missile Weapons in Combat

In general, missile combat is handled identically to standard melee. Intentions are announced, initiative is rolled, and attack rolls are made. However, there are some special rules and situations that apply only to missile combat.

Missile weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles--slings, arrows, quarrels, spears, throwing axes, and the like.

The second category includes all grenade-like missiles that have an area effect, no matter how small. Thus, an attack with these weapons does not have to hit its target directly to have a chance of affecting it. Included in this group are small flasks of oil, acid, poison, holy water, potions, and boulders. Hurled boulders are included because they bounce and bound along after they hit, leaving a swath of destruction.

Range

The first step in making a missile attack is to find the range from the attacker to the target. This is measured in yards from one point to the other. This distance is compared to the range categories for the weapon used (see Table 12).

If the distance is greater than the long range given, the target is out of range; if the distance is between the long- and medium-range numbers, the target is at long range; when between the medium- and short-range numbers, medium range is used; when equal to or less than the short-range distance, the target is at short range.

Short-range attacks suffer no range modifier. Medium-range attacks suffer a -2 penalty to the attack roll. Long-range attacks suffer a -5 penalty. Some weapons have no short range since they must arc a certain distance before reaching their target. These attacks are always made with an attack roll penalty.

Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF)--the number of missiles they can shoot in a single round.

Small, light weapons can be thrown very quickly, so up to three darts can be thrown in a single round. Arrows can be nocked and let loose almost as quickly, so up to two shots can be fired in a single round.

Some weapons (such as heavy crossbows) take a long time to load and can be fired only every other round.

Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative. The ROF of each missile weapon is listed in Table 12.

Ability Modifiers in Missile Combat

Attack roll and damage modifiers for Strength are always used when an attack is made with a hurled weapon. Here the power of the character's arm is a significant factor in the effectiveness of the attack.

When using a bow, the attack roll and damage Strength modifiers apply only if the character has a properly prepared bow (see Chapter 6: Money and Equipment). Characters never receive Strength bonuses when using crossbows or similar mechanical devices.

Dexterity modifiers to the attack roll are applied when making a missile attack with a hand-held weapon. Thus, a character adds his Dexterity modifier when using a bow, crossbow, or axe but not when firing a trebuchet or other siege engine.

Firing into a Melee

Missile weapons are intended mainly as long-range weapons. Ideally, they are used before the opponents reach your line. However, ideal situations are all too rare, and characters often discover that the only effective way to attack is to shoot arrows (or whatever) at an enemy already in melee combat with their companions. While possible, and certainly allowed, this is a risky proposition.

When missiles are fired into a melee, the DM counts the number of figures in the immediate area of the intended target. Each Medium figure counts as 1. Small (S) figures count as 1/2, Large as 2, Huge as 4, and Gargantuan as 6. The total value is compared to the value of each character or creature in the target melee. Using this ratio, the DM rolls a die to determine who (or what) will be the target of the shot if the intended target is missed.

Taking Cover Against Missile Fire

One of the best ways to avoid being hit and injured is to hide behind something--a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Professional adventurers, wishing to make this sound heroic, call this taking cover.

Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against missile fire.

There are two types of protection a character can have. The first is *concealment,* also called soft cover. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, and brambles.

The other type of protection is *cover,* sometimes called, more precisely, hard cover. It is, as its name implies, something a character can hide behind that will block a missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

Cover helps a potential target by giving the attacker a negative modifier to his attack roll. The exact modifier for concealment or cover depends on the degree to which it is being used as shelter. A character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. Table M2 lists the different modifiers for varying degrees of cover and concealment.

Cover also has an affect on saving throws, granting the character the modifier listed on Table M2 as a bonus to his saving throws

against spells that cause physical damage (for example, *fireball, lightning bolt,* etc.)

Furthermore, a character who has 90% cover (or more) suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful. This assumes, of course, that the fireball, lightning bolt, or whatever, hit the cover--a man crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Grenade-Like Missiles

Unlike standard missiles, which target a specific creature, a grenade-like missile is aimed at a point, whether this point is a creature or a spot on the ground. When the attack is announced, the player indicates where he wants the missile to land. This then becomes the target point and is used to determine the direction and distance of any scatter.

Most grenade-like missiles are items of opportunity or necessity--rocks, flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range, ROF, and damage. The range each can be thrown varies with the Strength of the character and the weight of the object.

A missile of five pounds or less can be thrown about 30 feet. Short range is 10 feet, medium range is 20 feet, and everything beyond is maximum range. Heavier items have reduced ranges. Just how far an object can be thrown is decided by the DM.

Exceptionally heavy items can be thrown only if the character rolls a successful bend bars/lift gates check. In no case can a character throw an item heavier than his Strength would allow him to lift. Thus, the DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a check in order to heave an Orc ten feet through the air into the faces of his orcish friends.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an item saving throw (this information is in the DMG) to see if it shatters or rips, spewing its contents everywhere.

The DMG contains information on how to resolve the inevitable situations in which grenade-like missiles miss their targets.

Types of Grenade-Like Missiles

Acid damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.

Holy Water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form.

Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.

Oil causes damage only when it is lit. This normally requires a two-step process--first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks.

A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second round.

Greek Fire is an expensive and more effective form of the oil attack. The substance requires no ignition like oil. This property is both its advantage and disadvantage. (More in the equipment section). Greek fire burns for five rounds doing 2d4 points of damage each round.

Poison is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit, and even then only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. The DM has information about specific poison effects in the DMG.

Special Defenses

So far, the bulk of this chapter has dealt with ways to attack. Now, it's time to turn to defense. There are several ways to avoid taking damage. Two of the most common are the *saving throw* and *magic resistance.* Somewhat less common, because its use is limited to clerics and paladins, is the ability to *turn undead.*

The Saving Throw

The *saving throw* is a die roll that gives a chance, however slim, that the character or creature finds some way to save himself from certain destruction (or at least lessen the damage of a successful attack).

More often than not, the saving throw represents an instinctive act on the part of the character--diving to the ground just as a fireball scorches the group, blanking the mind just as a mental battle begins, blocking the worst of an acid spray with a shield. The exact action is not important--DMs and players can think of lively and colorful explanations of why a saving throw succeeded or failed. Explanations tailored to the events of the moment enhance the excitement of the game.

Rolling Saving Throws

To make a saving throw, a player rolls a 20-sided die (1d20). The result must be equal to or greater than the character's saving throw number. The number a character needs to roll varies depending upon the character's group, his level, and what the character is trying to save himself from. A character's saving throw numbers can be found in Table C32 (Character Classes).

Saving throws are made in a variety of situations: For attacks involving paralyzation, poison, or death magic; petrification or polymorph; rod, staff, or wand; breath weapon; and spells. The type of saving throw a character must roll is determined by the specific spell, monster, magical item, or situation involved.

Monsters also use Table C32. The DM has specific information about monster saving throws.

Saving Throw Priority

Sometimes the type of saving throw required by a situation or item isn't clear, or more than one category of saving throw may seem appropriate. For this reason, the saving throw categories in Table C32 are listed in order of importance, beginning with paralyzation, poison, and death magic, and ending with spells.

Imagine that a character is struck by the ray from a **wand of polymorphing**. Both a saving throw vs. wands and a saving throw vs. polymorph would be appropriate. But the character must roll a saving throw vs. wands because that category has a higher priority than polymorph.

The categories of saving throws are as follows:

Save vs. Paralyzation, Poison, and Death Magic: This is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical

items that otherwise kill the character outright (as listed in their descriptions). This saving throw can also be used in situations in which exceptional force of will or physical fortitude are needed.

Save vs. Rod, Staff, or Wand: As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for. This saving throw is sometimes specified for situations in which a character faces a magical attack from an unusual source.

Save vs. Petrification or Polymorph: This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand). It can also be used when the character must withstand some massive physical alteration of his entire body.

Save vs. Breath Weapon: A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon. This save can also be used in situations where a combination of physical stamina and Dexterity are critical factors in survival.

Save vs. Spell: This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of saving throw is specified. This save can also be used to resist an attack that defies any other classification.

Voluntarily Failing Saving Throws

No save is made if the target voluntarily chooses not to resist the effect of a spell or special attack. This is the case even if the character was duped as to the exact nature of the spell. When a character announces that he is not resisting the spell's power, that spell (or whatever) has its full effect.

The intention not to resist must be clearly stated or set up through trickery, however. If a character is attacked by surprise or caught unawares, he is normally allowed a saving throw. The DM can modify this saving throw, making the chance of success worse, if the situation warrants it. Only in extreme cases of trickery and deception should an unwitting character be denied a saving throw.

Ability Checks as Saving Throws

When a character attempts to avoid danger through the use of one of his abilities, an ability check can be used in lieu of a saving throw.

For example, Ragnar the thief has broken into someone's home when he hears a grating noise from the ceiling above him. He looks up to find a five-ton block of the ceiling headed straight for him! He is going to need speedy reactions to get out of the way, so a Dexterity ability check should be rolled to see if he avoids the trap.

Ability checks are made on Xd6. "X" being determined by the DM depending on the difficulty of the task. The usual minimum roll is 2d6, for tasks that are relatively easy. The usual maximum roll is 7d6, for very difficult tasks. A task of average difficulty is a 4d6 roll. If a player insists on an impossible task, such as board jumping a 30 chasm, a roll as high as 10d6 might be used.

In any case where a character wishes to take an action not otherwise covered in the rules, that does not have a certain chance of success, this form of saving throw is used.

Modifying Saving Throws

Saving throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful saving throw.

Modifiers that increase the chance are given as a number preceded by a plus sign. Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc.).

Saving throw modifiers affect a character's die roll, not the saving throw number needed. Thus, if Delsenora needed an 11 for a successful saving throw vs. petrification and had a +1 bonus to her save, she would still need to roll an 11 or higher after all adjustments were made (but the +1 bonus would be added to her die roll, so that effectively she needs to roll only a 10 on the die to reach her saving throw number of 11).

High ability scores in Dexterity and Wisdom sometimes give saving throw bonuses. A high Wisdom protects against illusions, charms, and other mental attacks. Dexterity, if high enough, can give a character a slightly higher chance of avoiding the effects of fireballs, lightning bolts, crushing boulders, and other attacks where nimbleness may be a help. (See Tables A3 and A5.)

Magical items like cloaks and rings of protection give bonuses to a character's saving throw (these are listed in the item descriptions in the DMG).

Magical armor allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical; magical armor never gives a saving throw bonus against gas (which it cannot block), poison (which operates internally), and spells that are mental in nature or that cause no physical damage.
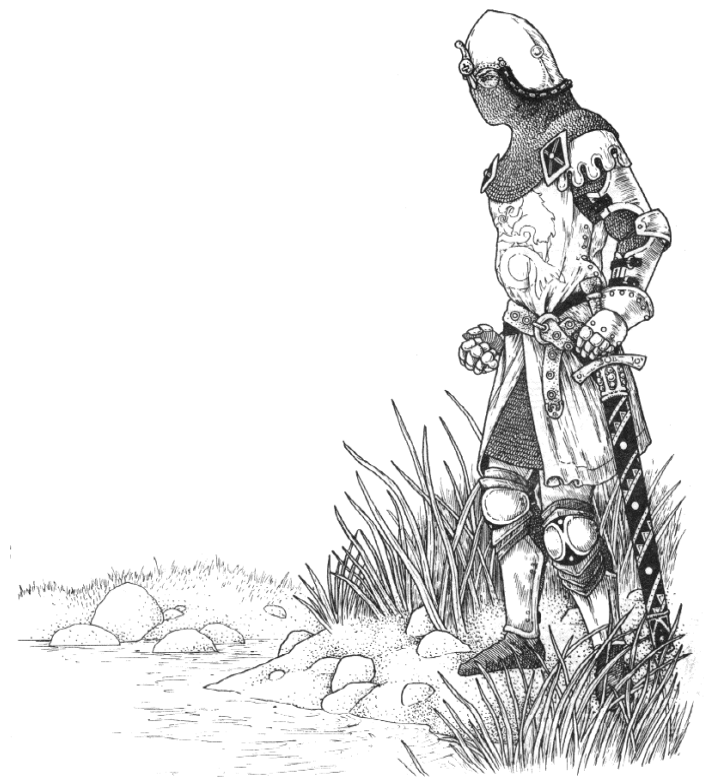
For example, magical armor would not help a character's saving throw against the sting of a giant scorpion, the choking effects of a *stinking cloud* spell, or the transformation effect of a *polymorph others* spell. Magical armor does extend its protective power to saving throws against acid sprays or splashes, disintegration, magical and normal fires, spells that cause damage, and falls (if any saving throw is allowed in this case). Other situations must be handled on a case-by-case basis by the DM.

Specific spells and magical items have effects, both good and ill, on a character's saving throws. Often, spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. (Specific information can be found in the spell descriptions, for spells, or in the DMG's Magical Items section, for magical items.)

Minor poisons of verminous creatures such as giant centipedes, while dangerous, are weak and unlikely to bring about death in a healthy man. To recreate this effect in the game, a saving throw bonus is allowed for anyone affected by these poisons. The DM has this information.

Unpredictable situations are sure to crop up. When this happens, the DM must determine whether saving throw modifiers are appropriate. As a guideline, modifiers for situations should range from -4 to +4. An evil cleric attacked in his shrine could very well have a +3 bonus to all his saving throws and a -3 penalty applied to those of his enemies. The powerful evil of the place could warrant the modifier.

Magic Resistance

Some creatures or items strongly resist the effects of magic (or impart such resistance to others). This makes them more difficult to affect with magical energy than ordinary creatures or items.

A rare few creatures are extremely anti-magical--magic rolls off them like water off a duck's back. More common are creatures, especially from the Outer Planes of existence, that live in enchanted or sorcerous lands and are filled with powerful magical energies. These creatures eat and breathe the vapors of wizardry, and they have a high tolerance against arcane power.

Magic resistance is an innate ability--that is, the possessor does not have to do anything special to use it. The creature need not even be aware of the threat for his magic resistance to operate. Such resistance is part of the creature or item and cannot be separated from it. (Creatures, however, can voluntarily lower their magic resistance at will.)

Magic resistance is also an individual ability. A creature with magic resistance *cannot* impart this power to others by holding their hands or standing in their midst. Only the rarest of creatures and magical items have the ability to bestow magic resistance upon another.

Magic resistance is given as a percentile number. For a magical effect to have any chance of success, the magic resistance must be overcome. The target (the one with the magic resistance) rolls percentile dice. If the roll is higher than the creature's magic resistance, the spell has a normal effect. If the roll is equal to or less than the creature's magic resistance, the spell has absolutely no effect on the creature.

Effects of Magic Resistance

Magic resistance enables a creature to ignore the effects of spells and spell-like powers. It does not protect the creature from magical weapon attacks or from natural forces that may be a direct or accidental result of a spell. Nor does it prevent the protected creature from using his own abilities or from casting spells and using magical items. It can be effective against both individually targeted spells and, within limits, area-effect spells.

If a magic resistance roll fails, and the spell has normal effect, the target can make all saving throws normally allowed against the spell.

When Magic Resistance Applies

Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against *magic missile* (targeted at a creature or item) or *fireball* (damaging the area the creature or item is in) spells.

Magic resistance is not effective against an earthquake caused by a spell. While the creature may suffer injury or death falling into a chasm the spell opens under its feet, the magical energy of the spell was directed at the ground, not the creature. Magic resistant creatures are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell.

Player characters do not normally have magic resistance (though they still get saving throws vs. magical spells and such); this ability is reserved mainly for special monsters.

Successful Magic Resistance Rolls

A successful magic resistance check can have four different results, depending on the nature of the spell being resisted:

Individually Targeted Spells: By definition, these spells affect just one creature, and only the targeted creature rolls for magic resistance (if it has any). If a spell of this type is directed at several targets, each rolls independently of the others. (An example of this would be a *hold person* spell aimed at four creatures, with each creature getting a magic resistance roll, if they have magic resistance.)

If the magic resistance roll is successful, the spell has no effect on that creature. If the spell is targeted only at the creature, the spell fails completely and disappears. If several targets are involved, the spell may still affect others who fail their magic resistance roll.

Area-Effect Spells: These spells are not targeted on a single creature, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

In-Place Spells: These spells operate continuously in a particular place or on a particular creature, character, or item. *Protection from Evil* is one example of this kind of spell.

Magic resistance comes to play only if a creature or item finds himself (or itself) in the place where the spell is in operation. Even then, magic resistance may not come into play--nothing happens if the spell isn't of a type that affects the character. Thus, a *Part Water* spell would not collapse simply because a magic resistant creature walked through the area. A *Protection from Evil* spell, which could affect the creature, would be susceptible to magic resistance.

If the DM determines that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses.

Permanent Spells: Magic resistance is insufficient to destroy a

permanent spell. Instead, the spell is negated (within the same guidelines given for in-place spells) for as long as the magic resistant creature is in the area of effect.

Thus, a magic-resistant creature might be able to step through a permanent wall of force as if it weren't there. However, the wall would spring back into existence as soon as the creature passed through (i.e., no one else can pass through).

Turning Undead

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead. This is a special power granted by the character's deity. Priests of some religions may not have this ability or may be better or worse at it. See the Religion Gloss for the religion in question.

Through the priest or paladin, the deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, a priest or paladin can attempt to turn the creatures. Only one attempt can be made per character per encounter, but several different characters can make attempts at the same time (with the results determined individually).

Attempting to turn counts as an action, requiring one round and occurring during the character's turn in the initiative order (thus, the undead may get to act before the character can turn them). The mere presence of the character is not enough--a touch of drama from the character is important. Speech and gestures are important, so the character must have his hands free and be in a position to speak. However, turning is not like spellcasting and is not interrupted if the character is attacked during the attempt.

To resolve a turning attempt, look on Table C5 (page 47). Cross-index the Hit Dice or type of the undead with the level of the character (two levels lower for a paladin). If there is a number listed, roll 1d20. If the number rolled is equal to or greater than that listed, the attempt is successful. If the letter "T" (for "turned") appears, the attempt is automatically successful without a die roll. If the letter "D" (for "dispel") is given, the turning utterly destroys the undead. A dash (--) means that a priest or paladin of that level cannot turn that type of undead. A successful turn or dispel affects 2d6 undead. If the undead are a mixed group, the lowest Hit Dice creatures are turned first.

Only one die is rolled regardless of the number of undead the character is attempting to turn in a given round. The result is read individually for each type of undead.

For example, Gorus, a 7th level priest, and his party are attacked by two skeletons led by a wight and a spectre. The turning attempt is made, resulting in a roll of 12.

Gorus's player reads the table for all three types of undead using the same roll--12--for all three. The skeletons are destroyed (as Gorus knew they would be). The wight is turned (a 4 or better was needed) and flees. The spectre, however, continues forward undaunted (since a 16 was needed to turn the spectre).

Turned undead bound by the orders of another (for example, skeletons) simply retreat and allow the character and those with him to pass or complete their actions.

Free-willed undead attempt to flee the area of the turning character, until out of his sight. If unable to escape, they circle at a distance, no closer than ten feet to the character, provided he continues to maintain his turning (no further die rolls are needed).

If the character forces the free-willed undead to come closer than ten feet (by pressing them into a corner, for example) the turning is broken and the undead attack normally.

Certain religions allow the cleric to control the undead rather than turn them. This is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the priest, while a "D" means the undead become completely subservient to the priest. They follow his commands (to the best of their ability and understanding) until turned, commanded, or destroyed by another.

Priests also have the ability to affect paladins, Provided that Paladin's deity is on their religion's hated list. The cleric can attempt to turn them as if they were undead. However, since the living spirit of a paladin is far more difficult to quell and subvert, paladins are vastly more difficult to turn.

A priest attempting to turn a paladin does so as if the priest were three levels lower than he actually is. Thus, a 7th level evil priest would turn paladins on the 4th level column. He would have only a slim chance of turning a 7th level paladin (7 HD) and would not be able to turn one of 8th level at all (using the level of the paladin as the HD to be turned). All "D" results against paladins are treated as "T" results.

Injury and Death

Sometimes, no degree of luck, skill, ability, or resistance to various attacks can prevent harm from coming to a character. The adventuring life carries with it unavoidable risks. Sooner or later a character is going to be hurt.

To allow characters to be heroic (and for ease of play), damage is handled abstractly in the AD&D game. All characters and monsters have a number of hit points. The more hit points a creature has, the harder it is to defeat.

Damage is subtracted from a character's (or creature's) hit points. Should one of the player characters hit an ogre in the side of the head for 8 points of damage, those 8 points are subtracted from the ogre's total hit points. The damage isn't applied to the head, or divided among different areas of the body.

Hit point loss is cumulative until a character dies or has a chance to heal his wounds.

Wounds

When a character hits a monster, or vice versa, damage is suffered by the victim. The amount of damage depends on the weapon or method of attack. In Table 10 a&b all weapons are rated for the amount of damage they inflict to Small, Medium, and Large targets. This is given as a die range (1d8, 2d6, etc.).

Each time a hit is scored, the appropriate dice are rolled and the damage is subtracted from the current hit points of the target. An Orc that attacks with a sword, for example, causes damage according to the information given for the type of sword it uses. A troll that bites once and rends with one of its clawed hands causes 2d6 points of damage with its bite and 1d4 + 4 points with its claw.

Sometimes damage is listed as a die range along with a bonus of +1 or more. The troll's claw attack, above, is a good example. This bonus may be due to high Strength, magical weapons, or the sheer ferocity of the creature's attack. The bonus is added to whatever number comes up on the die roll, assuring that some minimum amount of damage is caused. Likewise, penalties can also be applied, but no successful attack can result in less than 1 point of damage.

Sometimes an attack has both a die roll and a damage multiplier. The number rolled on the dice is multiplied by the multiplier to determine how much damage is inflicted. This occurs mainly in backstabbing attempts. In cases where damage is multiplied, only the base damage caused by the weapon is multiplied. Bonuses due to Strength or magic are not multiplied; they are added after the rolled damage is multiplied.

Special Damage

Getting hit by weapons or monsters isn't the only way a character can get hurt. Indeed, the world is full of dangers for poor, hapless player characters, dangers the DM can occasionally spring on them with glee. Some of the nastier forms of damage are described below.

Falling

Player characters have a marvelous tendency to fall off things, generally from great heights and almost always onto hard surfaces. While the falling is harmless, the abrupt stop at the end tends to cause damage.

When a character falls, he suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6 (which for game purposes can be considered terminal velocity).

This method is simple and it provides all the realism necessary in the game. It is not a scientific calculation of the rate of acceleration, exact terminal velocity, mass, impact energy, etc., of the falling body.

The fact of the matter is that physical laws may describe the exact motion of a body as it falls through space, but relatively little is known about the effects of impact. The distance fallen is not the only determining factor in how badly a person is hurt. Other factors may include elasticity of the falling body and the ground, angle of impact, shock wave through the falling body, dumb luck, and more.

People have actually fallen from great heights and survived, albeit very rarely. The current record-holder, Vesna Vulovic, survived a fall from a height of 33,330 feet in 1972, although she was severely injured. Flight-Sergeant Nicholas S. Alkemade actually fell 18,000 feet--almost 3.5 miles--without a parachute and landed uninjured!

The point of all this is roll the dice, as described above, and don't worry too much about science.

Paralysis

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move in any manner. Coherent thought needed to trigger magical items or innate powers is still possible.

Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

Energy Drain

This is a feature of powerful undead (and other particularly nasty monsters). The energy drain is a particularly horrible power, since it causes the loss of one or more Ability Score points!

When a character is hit by an energy-draining creature, he suffers normal damage from the attack. In addition, the character loses one or more Ability Score points from the Abilities indicated in the monster's attack

All advantages and abilities gained by the player character by virtue of his former Ability Score are immediately lost, including bonus spells, hit points, combat adjustments, etc.

If any ability score is drained to 0 but the character still retains hit points (i.e., he is still alive), that character's adventuring career is over. He becomes an invalid, totally incapable of even simple actions that involve that Ability Score. The following are the effects of a 0 score in each Ability Score:

Strength: The character is effectively immobile. They are completely unable to care for any bodily needs, and require full nursing at all times. The best they can manage is a feeble attempt to move their own body. Standing, holding, or using objects is out of the question.

Wisdom: The character becomes a fool. They are not responsible for any action they take. Their mind, while still sharp, is incapable of remembering basic things like coming in from the rain. The character is still capable of any physical action, but has the social abilities if a very young child. They will require a keeper.

Constitution: The character is extremely frail. Any exposure to illness is likely to kill them. A brief conversation will exhaust them. No amount of excitement is tolerable. While they might have the strength and mental ability to do as they please, any activity more strenuous than reading will leave them helpless for hours if not days.

Intelligence: the character is a vegetable. No reasoning or mental ability is possible.

Dexterity: The character suffers the symptoms of Parkinson's Disease. Their body flails out other their control, muscles spasm and jerk, coordination is impossible. Speech is very difficult if possible at all. The character requires full time care.

Charisma: This is the least debilitating affliction. While the character has the ability to care for themselves, and meet all their own needs, they are hideous to behold. Anyone viewing them must make a horror check or flee and/or retch at the sight of their horribly scarred being.

A *Restoration* or *Wish* spell can be used to allow the character to resume his adventuring career. If a character with 0 in any ability score suffers another energy drain, he is slain instantly, regardless of the number of hit points he has.

Poison

This is an all-too frequent hazard faced by player characters. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Spiders, snakes, centipedes, scorpions, wyverns, and certain giant frogs all have poisons deadly to characters. Wise PCs quickly learn to respect and fear such creatures.

The strength of different poisons varies wildly and is frequently overestimated. The bite of the greatly feared black widow spider kills a victim in the United States only once every other year. Only about 2% of all rattlesnake bites prove fatal.

At the other extreme, there are natural poisons of intense lethality. Fortunately, such poisons tend to be exotic and rare--the golden arrow-poison frog, the western taipan snake, and the stonefish all produce highly deadly poisons.

Furthermore, the effect of a poison depends on how it is delivered. Most frequently, it must be injected into the bloodstream by bite or sting. Other poisons are only effective if swallowed; assassins favor these for doctoring food. By far the most deadly variety, however, is contact poison, which need only touch the skin to be effective.

Paralytic poisons leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition

can lead to quite a few problems for his companions.

Debilitating poisons weaken the character for 1d3 days. All of the character's ability scores are reduced by half during this time. All appropriate adjustments to attack rolls, damage, Armor Class, etc., from the lowered ability scores are applied during the course of the illness. Furthermore, the character moves at one-half his normal movement rate. Finally, the character cannot heal by normal or magical means until the poison is neutralized or the duration of the debilitation is elapsed.

Treating Poison Victims

Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. However, cure spells (including *Heal*) do not negate the progress of a poison, and *Neutralize Poison* doesn't recover hit points already lost to the effects of poison. In addition, characters with herbalism proficiency can take steps to reduce the danger poison presents to player characters.

Healing

Once a character is wounded, his player will naturally want to get him healed. Characters can heal either by natural or magical means. Natural healing is slow, but it's available to all characters, regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of spellcasters or magical devices.

The only limit to the amount of damage a character can recover through healing is the total hit points the character has. A character cannot exceed this limit until he gains a new level, whereupon another Hit Die (or a set number of points) is added to his total. Healing can never restore more hit points to a character than his maximum hit point total.

Natural Healing

Characters heal naturally at a rate of 1 hit point per day of rest. Rest is defined as low activity--nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity prevents resting, since it strains old wounds and may even reopen them.

If a character has complete bed rest (doing nothing for an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution hit point bonus he might have to the base of 21 points (3 points per day) he regained during that week.

In both cases above, the character is assumed to be getting adequate food, water, and sleep. If these are lacking, the character does not regain any hit points that day.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in this book and in the DMG (for magical items). By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of combat or in preparation for a grievous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the player characters--an evil high priest is likely to carry healing spells to bestow on his own followers and guards. Healing is not, of itself, a good or evil act.

Remember that under no circumstances can a character be healed to a point greater than his original hit point total. For example, say a character has 30 hit points, but suffers 2 points of damage in a fight. A while later, he takes an additional point of damage, bringing his current hit point total to 27. A spellcaster couldn't restore more than 3 points to him, regardless of the healing method used. Any excess points are lost.

A general point of magical healing is that it leaves no scars. Any amount of damage, no matter how grievous, that is healed with one spell or potion will leave the body unscarred. If the spell or potion does not heal the wound totally scarring is possible. This is really only important in truly serious wounds that might impair the character's ability to function. Under most circumstances the location of the wound is unknown and unimportant. Scaring, if any should be appropriate to the wound suffered.

Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. These talents are explained in Chapter 5.

Character Death

When a character reaches 0 hit points, that character is slain. The character is immediately dead and unable to do anything unless some specialized magical effect takes precedence.

Death From Poison

Poison complicates this situation, somewhat. A character who dies as a result of poisoning may still have active venom in his system.

Poisons remain effective for 2d6 hours after the death of the victim. If the character is raised during this time, some method must be found to neutralize the poison before the character is restored to life. If this is not done, then after the character rolls the resurrection survival check as given in "Raising the Dead" later in this chapter (and assuming the roll is successful), he must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in his body, as per the normal rules. This may only injure some characters, but it may kill other characters seconds after being raised!

Inescapable Death

There are occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to crush him. He could be trapped in an escape-proof box filled completely with acid. These examples are extreme (and extremely grisly), but they could happen in a fantasy world.

Raising the Dead

Curative and healing spells have no effect on a dead character--he can only be returned to life with a *Raise Dead* or *Resurrection* spell (or a device that accomplishes one of these effects). Each time a character is returned to life, the player must make a resurrection survival roll based on his current Constitution (see Table A4). If the die roll is successful (i.e. equal to or less than his resurrection survival percentage), the character is restored to life in whatever condition is specified by the spell or device.

A character restored to life in this way has his Constitution permanently lowered by 1 point. This can affect hit points previously earned. Should the character's Constitution bonus go down, the character's hit point total is reduced by the appropriate number of hit points (the amount of hit point bonus lost is multiplied by the number of levels for which the character gained extra hit points from that bonus). When the character's Constitution drops to 0, that character can no longer be raised. He is permanently removed from play.

Table M1 -- Armor Class Ratings

Type of Armor	AC Rating
None	10
Shield only*	9
Leather or padded armor	8
Studded leather, or ring mail armor	7
Scale mail, or hide armor	6
Chain mail	5
Brigandine	4
Plate mail	3
Field plate	2
Full plate	1

* A Shield lowers the Armor rateing of any type of armor by 1 Armor Class. See "Shields" for more information on the defensive benefits of various shields.

Table M2 -- Cover and Concealment Modifiers

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Table M4 -- Character THAC0 Advancment by Class

Class	Advancment
Bard	1/2
Cleric	2/3
Craft	1/3
Fighter	1/1
General	1/2
Healer	1/3
Magician	1/3
Rogue	1/2

Table M3 -- Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic*
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

*If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically.

Table M5 -- Standard Modifiers to Initiative

Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment*	+6
Hindered (tangled, climbing)	+3
Breath weapon	-1
Casting a spell	Casting time
Innate spell ability	-3
Magical items**	
Miscellaneous magic	+3
Potion	+4
Ring	+1
Rods	+1
Scroll	Casting time of spell
Stave	+1
Wand	+1

* This applies to situations in which the party is in a different environment (swimming underwater without the aid of a *ring of free movement*, for example).

** Use the initiative modifier listed unless the item description says otherwise.

Table M6 -- Wrestling Results

D20 roll	Result	Effect
1-5	Punch	damage as punch
6-7	Kick	damage as punch +1
8-13	Light Hold	1 hp damage + strength bonus -1 to initiative for opponent, opponent's attack is negated if attacker has initiative.
14-16	Throw	1d4 damage, - 3 to initiative for opponent, opponent's attack is negated if attacker has initiative.
17-20	Firm Hold*	Hold can be maintained until broken. 1 point damage per round cumulative until the hold is broken. Breaking the hold requires opponent to make a strength check on 3d6 +/-1d6 for every two points difference in strength.

Table M7 -- Armor Modifiers for Wrestling Results

Armor	Modifier
Studded leather	-1
Chain, ring, and scale mail	-2
Banded, splint, and plate mail	-5
Field plate armor	-8
Full plate armor	-10

Table M9 -- Critical Hit Table

d100	Effect
01-50	Double base damage
51-75	Double all damge
76-85	Triple damage
86-95	Quad damage
96-00	Death

Table M8 -- Calculated THAC0

Group	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Table M10 -- Creature THAC0

1/2 or less	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+
								Hit Dice									
20		20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5

Item	Weight (lbs)	Size	Type	Damage S-M	Damage L
Battle Axe	7	M	S	1d8	1d8
Belaying pin	2	S	B	1d3	1d3
Blowgun	2	L	--	5	--
Barbed Dart	*	S	P	1d3	1d2
Needle	*	S	P	1	1
Bolas	2	M	B	1d3	1d2
Bow	--	--	--	--	--
Composite long bow	3	L	--	--	--
Composite short bow	2	M	--	--	--
Long bow	3	L	--	--	--
Short bow	2	M	--	--	--
Flight arrow	*	M	P	1d6	1d6
Sheaf arrow	*	M	P	1d8	1d8
Caltrop	2/10	S	P	1	1d2
Cestus	2	S	S	1d4	1d3
Chain	3	L	B	1d4+1	1d4
Club	3	M	B	1d6	1d3
Crossbow	--	--	--	--	--
Hand crossbow	3	S	--	--	--
Heavy crossbow	14	M	--	--	--
Light crossbow	7	S	--	--	--
Hand quarrel	*	S	P	1d3	1d2
Heavy quarrel	*	S	P	1d4+1	1d6+1
Light quarrel	*	M	P	1d4	1d4
Dagger or dirk	1	S	P	1d4	1d3
Parrying dagger	1	S	P	1d3	1d3
Dart	1/2	S	P	1d3	1d2
Firearms	--	--	--	--	--
Long Gun, any	8-15	M	P	3d10	2d10
Pistol, any	1-5	S	P	2d10	1d10
Blunderbuss/shotgun	10-20	M	P	2d10	3d10
Flail, Footman's	8	M	B	1d6+1	2d4
Flail, Horseman's	5	M	B	1d4+1	1d4+1
Gaff/Hook	--	--	--	--	--
Attached	2	S	P	1d4	1d3
Held	2	S	P	1d4	1d3
Hand/Throwing axe	5	M	S	1d6	1d4
Harpoon**	6	L	P	1d4+1	1d6+1
Javelin	--	--	--	--	--
Light	2	L	P	1d4	1d4
Heavy	2	L	P	1d6	1d6
Kau sin ke (many part staff)	3	M	B	1d8	1d6
Knife	1/2	S	P/S	1d3	1d2
Lance [A]	--	--	--	--	--
Heavy horse lance	15	L	P	1d8+1	3d6
Jousting lance	20	L	P	1d3-1	1d2-1
Light horse lance	5	L	P	1d6	1d8
Medium horse lance	10	L	P	1d6+1	2d6
Lajatang	5	L	P/S	1d10	1d6+1
Lasso [B]	3	L	--	--	--
Mace	5	M	B	1d6	1d4
Main-Gauche	2	S	P/S	1d4	1d3
Mancatcher [B]	8	L	--	--	--
Morning star	6	M	P/B	2d4	1d6+1
Net [B]	10	M	--	--	--
Nunchahu	2	S	B	1d3	1d2
Polearm	--	--	--	--	--
Pike [CD]	12	L	P	1d6	1d8
Glaive [CD]	8	L	P/S	1d8	1d10
Halberd [BCD]	15	L	P/S	1d10	2d6
Bill [BD]	8	L	P/S	1d4	1d4
Military fork [CD]	7	L	P	1d8	2d4
Quarterstaff	4	L	B	1d6	1d6
Sai	1	S	B	1d2	1
Sap	1/10	S	B	1d2	1d2
Scourge	2	S	--	1d4	1d2
Sickle	3	S	S	1d4+1	1d4
Sling		S	--	--	--
Staff sling	2	M	--	--	--
Sling bullet	1/2	S	B	1d4+1	1d6+1
Sling stone	1/2	S	B	1d4	1d4
Spear	--	--	--	--	--
One-handed	5	M	P	1d6	1d8
Two-handed [D]	5	M	P	1d8+1	2d6
Spear, stone	--	--	--	--	--
One-handed	5	M	P	1d4	1d6
Two-handed [D]	5	M	P	1d6	2d4
Stiletto	1/2	S	P	1d3	1d2
Sword	--	--	--	--	--
Bastard sword	4	M	S	1d4+1d6	2d12
Broad sword	3	M	S	2d4	1d6+1
Cutlass	2.5	M	S	1d6	1d8
Long sword	3	M	S	1d8	1d12
Rapier	2	M	P	1d6+1	1d8+1
Scimitar/Sabre	2.5	M	S	1d8	1d8
Short sword	2	M	P	1d6	1d8
Two-handed sword	6	L	S	1d10	3d6
Tetsubo (studded club)	7	L	B	1d8	1d6
Trident	--	--	--	--	--
One-handed	5	L	P	1d6+1	3d4
Two-handed	5	L	P	1d8+1	3d4
Three-piece staff	5	L	B	1d6	1d4
Tui-fa ("L" shaped rod)	1	S	B	1d2	1
War hammer	6	M	B	1d4+1	1d4
Whip [B]	2	M	--	1d2	1

A) This weapon inflicts double damage when used from the back of a charging mount.
B) This weapon can dismount a rider on a successful hit.
C) This weapon inflicts double damage against charging creatures of Large or greater size.
D) This weapon inflicts double damage when firmly set to receive a charge.
* These items weigh little individually. Ten of these weigh one pound.
** The cutting edge of this weapon remains in the target creature, usually attached to a line, while the shaft comes free.

Table M11b -- Master Weapons Chart Siege Weapons

Item	Crew	THAC0*	Structure	Personal
Balista	--	--	--	--
Light	1	12	--	2d6
Medium	2	14	1d3	3d6
Heavy	4	17	1d4+2	3d10[E]
Bombard	--	--	--	--
Light	3	17	1d6	3d6[E]
Medium	5	19	2d6	3d10[E]
Heavy[F]	10	21	4d6	6d10[E]
Catapult	--	--	--	--
Light	2	14	1d2	2d10
Medium	3	15	1d3+1	3d10[E]
Heavy[F]	5	16	2d4	3d10[E]
Very Heavy[F]	10	19	2d6	4d10[E]
Cannon	--	--	--	--
3 Pounder	2	10	1d3	3d10[E]
6 Pounder	2	11	1d6	3d10[E]
12 Pounder	3	12	2d4	3d12[E]
18 Pounder	3	13	3d4	3d12[E]
24 Pounder	3	14	3d6	4d10[E]
36 Pounder	4	16	4d6	5d10[E]
42 Pounder	4	18	5d6	6d10[E]
Springtail[G]	3	14	--	1d6

Weapon	ROF	S	M	L
Staff sling bullet	2/1	--	30-60	90
Staff sling stone	2/1	--	30-60	90
Firearms[H]	--	--	--	--
Long Gun, any	1/2	40	120	180
Rifle (very rare)	1/2	60	180	320
Pistol, any	1/2	15	45	90
Blunderbuss/shotgun	1/3	10	30	60
Siege Weapons:	--	--	--	--
Balista	--	--	--	--
Light	1/2	30	90	180
Medium	1/3	65	195	390
Heavy	1/4	100	300	600
Bombard	--	--	--	--
Light	1/3	33	99	200
Medium	1/5	66	200	400
Heavy	1/30	135	405	810
Catapult	--	--	--	--
Light	1/2	50	150	300
Medium	1/2	65	200	400
Heavy	1/3	85	250	500
Very Heavy	1/10	115	350	700
Cannon	(I)	--	--	--
3 Pounder	1/1	85	250	500
6 Pounder	1/1	115	350	700
12 Pounder	1/1	165	500	1000
18 Pounder	1/2	330	1000	2000
24 Pounder	1/2	330	1000	2000
36 Pounder	1/2	330	1000	2000
42 Pounder	1/2	330	1000	2000
Springtail	1/5	30	100	200

E) This Weapon causes any Individual the missile strikes to save vs death, or be slain. A successful save means that the character will take the damage listed.

F) This weapon is immobile once inplaced, and its aim requires a great deal of time and effort to alter. It is usually set to attack a fixed fortification. It cannot attack a moving target unless that target crosses the weapon's fixed arc of fire.

G) This weapon fires from 6 to 18 normal arrows in a scatter pattern, it is not aimed at any one person or object. Thac0 is rolled for each arrow as long as targets are available in the area of effect.

Table M12 -- Missile Weapon Ranges

Weapon	ROF	S	M	L
Blowgun	2/1	10	20	30
Comp. long bow, flight arrow	2/1	60	120	210
Comp. long bow, sheaf arrow	2/1	40	80	170
Comp. short bow	2/1	50	100	180
Longbow, flight arrow	2/1	70	140	210
Longbow, sheaf arrow	2/1	50	100	170
Short bow	2/1	50	100	150
Club	1	10	20	30
Hand crossbow	1	20	40	60
Heavy crossbow	1/2	80	160	240
Light crossbow	1	60	120	180
Dagger	2/1	10	20	30
Dart	3/1	10	20	40
Hammer	1	10	20	30
Hand axe	1	10	20	30
Harpoon	1	10	20	30
Javelin	1	20	40	60
Knife	2/1	10	20	30
Sling bullet	1	50	100	200
Sling stone	1	40	80	160
Spear	1	10	20	30

"ROF" is the rate of fire--how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier.

The attack roll modifiers for range are -2 for medium range and -5 for long range.

H) Firearms as a class are rare in the extreme. All figures given are for native firearms, wheellocks, matchlocks, and, flintlocks. I realize that the highly trained soldiers of the 18th and 19th centuries could fire at a withering rate. However, these where highly trained regulars with the weapons of the day, not adventurers with a toy. The rates of fire also do not hold for anachronistic weapons such as revolvers, repeating rifles and such. Should such weapons be found with sufficient ammunition to use them a rate of fire will be established at the time.

I) Rate of fire for full crews on cannon is 2/1 for guns under 36 pounds, and 1/1 for guns of 36 pounds and larger, as long as the guns are not aimed. Specific targets cannot be hit. A "full crew" is half again as many men as a minimum crew, listed above.