

# Strike The Sandwich

An alternative hit resolution system for old school play.

L. L. BLUMIRE



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**OLD-SCHOOL  
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# The System

OSE presents three different methods of hit resolution—the to Attack Matrix, THAC0, and Ascending Armour Class. This document proposes an alternative 'Sandwich AC'. So named for it has two numbers which the attacker must roll between in order to hit their target.

The higher of these numbers is Hit Class and represents a characters combat aptitude, and improves with level. It is calculated by subtracting the characters THAC0 from 30. The lower of these numbers is the Armour Class of the target of the attack. It is calculated by subtracting their descending armour class from the 9.

To hit, a character must roll equal to or less than their own hit class, but greater than the targets armour class.

Armour Class	
Old AC	New AC
-3 [22]	12
-2 [21]	11
-1 [20]	10
0 [19]	9
1 [18]	8
2 [17]	7
3 [16] (Plate mail)	6
4 [15]	5
5 [14] (Chainmail)	4
6 [13]	3
7 [12] (Leather)	2
8 [11]	1
9 [10] (Unarmoured)	0

Hit Class	
Old THAC0	New Hit Class
20 [-1]	10
19 [0]	11
18 [+1]	12
17 [+2]	13
16 [+3]	14
15 [+4]	15
14 [+5]	16
13 [+6]	17
12 [+7]	18
11 [+8]	19
10 [+9]	20
9 [+10]	20 /1
8 [+11]	20 /2
7 [+12]	20 /3
6 [+13]	20 /4
5 [+14]	20 /5

In addition to a base hit class, characters will have a modifier from their ability scores, and from any magical bonus an enchanted weapon they wield might have. This bonus is added to their base hit class. If their hit class would be improved above 20 as a result of this addition, they instead gain or increase their low-hit-value. This is written as /X after their hit class. If they roll a number equal to or lower than their low-hit-value they hit, despite rolling under the targets AC.

## Compatibility

The usage of this document requires the *Old-School Essentials Core Rules*.



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