

Combat Table & Mods

<b>The Combat Table</b>					
<u>Base Line</u>	<u>Deadly Hit</u>	<u>Severe Hit</u>	<u>Hit</u>	<u>Shield Hit</u>	<u>Miss</u>
-20	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01-08	09-20	21-100
-14	-6	-5 to 01	02-09	10-22	23-100
-13	-6	-5 to 02	03-10	11-24	25-100
-12	-5	-4 to 03	04-11	12-26	27-100
-11	-5	-4 to 04	05-12	13-28	29-100
-10	-4	-3 to 05	06-13	14-30	31-100
-9	-4	-3 to 06	07-15	16-32	33-100
-8	-3	-2 to 06	07-16	17-34	35-100
-7	-3	-2 to 07	08-18	19-36	37-100
-6	-2	-1 to 07	08-19	20-38	39-100
-5	-2	-1 to 08	09-20	21-40	41-100
-4	-1	0 to 08	09-21	22-42	43-100
-3	-1	0 to 09	10-22	23-44	45-100
-2	-1	0 to 10	10-23	24-46	47-100
-1	0	01-10	11-24	25-48	49-100
<b>ZERO</b>	0	01-10	11-25	26-50	51-100
<b>+1</b>	0	01-11	12-26	27-52	53-100
<b>+2</b>	01	02-12	13-28	29-54	55-100
<b>+3</b>	01	02-12	13-29	30-56	57-100
<b>+4</b>	01	02-13	14-31	32-58	59-100
<b>+5</b>	02	03-14	15-32	33-60	61-100
<b>+6</b>	02	03-14	15-34	35-62	63-100
<b>+7</b>	02	03-15	16-36	37-64	65-100
<b>+8</b>	03	04-16	17-37	38-66	67-100
<b>+9</b>	03	04-16	17-39	40-68	69-100
<b>+10</b>	03	04-17	18-40	41-70	71-100
<b>+11</b>	04	05-18	19-42	43-72	73-100
<b>+12</b>	04	05-18	19-43	44-74	75-100
<b>+13</b>	04	05-19	20-45	46-76	77-100
<b>+14</b>	05	06-20	21-47	48-78	79-100
<b>+15</b>	05	06-20	21-48	49-80	81-100
<b>+16</b>	05	06-21	22-50	51-81	82-100
<b>+17</b>	06	07-22	23-51	52-82	83-100
<b>+18</b>	06	07-22	23-53	54-83	84-100
<b>+19</b>	06	07-23	24-54	55-84	85-100
<b>+20</b>	07	08-24	25-56	57-85	86-100

<b>Combat Modifier Table</b>		
<u>Factor</u>	<u>Roll Modifier</u>	<u>Damage Modifier</u>
Weapon Skill	Either	Increase
Shield Skill	Opponent	Reduce
Shield AV	N/A	Reduce
Armor AV	N/A	Reduce
Helmet AV	N/A	Reduce*
Weapon SB	N/A	Increase
Natural Wpn	Creature	N/A
Strength Bns	N/A	Increase

\* applies on Severe & Deadly only

<b>Situation Table</b>	
Situation	Effect
More than 1 opponent	-5
Defender unable to move	-20
Defender is ambushed, taken from rear or is unaware of attacker	-15
Defender is not fully conscious, i.e. drugged, asleep, etc.	-20
Attack from flank	-10
Attack from above	-5
Defender is small: Non-humanoid	+3 per pt. below 4 in OCV
Humanoid	+2 per hit point below 8
Mounted Combat	see book

<b>Damage Classes</b>	
<b>Deadly Hit</b>	2d10 or 1+SBd10, add WSB & EL
<b>Severe Hit</b>	a) 1d10+SB or zero b) 1d6 + SB c) 1d10+SB+WSB+ (EL/2(RU))
<b>Hit</b>	a) 1d6 + SB b) 1d3+(SB/2(RD)) c) 1d6+SB+WSB

- a) attackers w/natural weapons.
- b) attacker is unarmed & w/o natural weapons.
- c) attacker is armed w/ a weapon.