

Few	Vampire	Wraith	Mummy	Ghast	Wight	Ghoul	Zomb/Skel.	group/pack... +1/+2...
Difficulty	16	15	14	14	13	13	12	10'± 5' per level

Difficulty (2d8 +2)

No brainer	3	98%	Move & cast
	6	95%	Training
Easy	8	84%	Specialist+lev
	9	77%	
	10	67%	
50/50	12	44%	Save / skill
	13	33%	
Tricky	14	23%	Trap
	15	16%	Secret door
Formidable	17	5%	
Impossible	19	1%	

Skill Rolls

Unskilled = 1d8
 Add skill if in a known weapon group
Bodge = All 1s : d10 < skill or bodge
 Critical event, no HP
Critical = Autohit & max. damage

Exhausted

1d8 for skills
 Each WP = -1 skills
 Each LP = -2 skills

Falling

Drop	10'	20'	30'
WP	L0	L1	L2
Acrobat save reduce dmg			
Bludgeon, Stun save			

Running

x2 = 1 SP / min.
 x3 = 1 SP / round
 (max) x4 = 4 SP / round

Height	mph	ft/rnd
3'	2	29
4'	2.5	37
5'	3	44
6'	3.5	51
8'	4.5	66

Defence

No attack = +2 def.
Scarper = Init. of 1

Fire into combat

Def. bonus = 2 + %cover
 miss = 20% hit ally

Targeted locations

Melee Missile

10 Head	-10	-15	Stun save WP=-1 Int/Wil/Alt
9 Shoulder	-3	-10	WP = 1d8 hand skills
7-8 Upper Torso	-4	-8	WP = -1 skills
4-6 Lower Torso	-3	-6	WP = -1 skills
2-3 Thighs	-2	-8	WP = half speed
1 Lower limb	-4	-10	WP = -1 hand or 1/2 speed

Multiple actions

Roll initiative for each action
 Skills at -3 per additional action

Surprise (Alert vs 12+stealth)

Each failure level = +2 init (defenders)
 attackers = +1 strike @+2

Dungeoneering	+0
Guard duty	-1
Travelling	-2
Safe areas / Towns	-4

Waking Up

Round 1 (autohit)	Waking up
Round 2	Rising
Round 3	Defending

Multiple attempts / people

Attempts / people	Bonus	Undead
2	+2	<i>few</i>
3+	+4	<i>group</i>
d8+3	+5	<i>pack</i>
3d8+3	+6	<i>horde</i>

Helpers must be within 2 skill
 3+ helpers **not** within 2 skill
 = +1 helper

Strength task:

each x2 people = +2 Str

Flying Creatures

Flying Creatures attack last,
 Defence bonus pre-calculated.

Cover

Buckler	10%	+1
Concealment	20%	+1
Rocks	30%	+2
Med shield	40%	+2
Wall	50%	+3
Large shield	75%	+4
Arrow Slit	>95%	+10

Saving throw

Bonus	Success	Save	Level	Damage	Stun (10+SP)	S t u n
-12+	Catastrophic	-5	-4	Double	KO 5 minutes	
-7 to -11	Appalling	-4	-3	x1.5	KO 1 rnd	
-4 to -6	Dreadful	-3	-2	Normal	Knockdown -5 skills +5 init	
-2 to -3	Bad	-2	-1	Normal	Stunned -4 skills +4 init	
-1	Unlucky	-1	0	Normal	Dazed -2 skills +2 init	
0 to +1	Just made it	0	1	3/4	OK	
+2 to +3	Average	+1	2	1/2		
+4 to +6	Good	+2	3	1/4		
+7 to +11	Superior	+3	4	1/8		
+12 ...	Spectacular	+4	5	None		

Hero Points

Skills

+d10/+d4 before/after roll

Damage reduction

1/2 damage (in your favour)
 Minimum of -5SP / -2 WP
 Then subtract armour
 All attacks from 1 creature

Temp power point

1 power point

Initiative

Init =1 for 1 encounter

Plot device

Think of anything

Other stuff

+1 action without mods
 Change a declared action
 Max damage
 Killing blow (1SP)

Skill Modifiers

Insufficient room =	-2/foot
Each attacker =	+1
Aim / Prepare =	+3
Higher Ground =	+1
Gloomy / Dark =	-3
Lighted =	-4
Blind =	-6
Hasted / Slowed =	+/-3
Cavalry =	+4/-1
Target rising =	+3
Unaware =	Auto hit
Turned undead =	-2
Dazed =	-2
Stunned =	-4
Knocked down =	-5

Attacker's Movement

Jog (x2) =	-3
Run (x3) =	-6
Sprint (x4) =	-9
Horseback =	+1 speed catg.

Missiles

Target stationary =	+3
Range	1 Group
Point blank =	+2 +2
Short =	0 +1
Medium =	-4 -2
Long =	-8 -4

Grenades (difficulty = 10)

3' dia ground target,			
Range = 10' /15'/25'/ 50'			
Miss distance =	difference in feet	Rnd 1	Rnd 2
Splash =	3'	Oil 2d6	1d6. 1d6
		Acid 2d8	1d8 1d8