

Few	Vampire	Wraith	Mummy	Ghast	Wight	Ghoul	Zomb/Skel.	Group/pack/horde +1...																																																																	
Difficulty	16	15	14	14	13	13	12	10' +/- 5' per level																																																																	
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<h3>Skill Rolls</h3> <p>Unskilled = 1d8 Add skill if in known weapon group</p> <p>Bodge = All 1s : d10 < skill or bodge Critical event, no HP</p> <p>Critical = Double damage</p>				<h3>Waking Up</h3> <table border="1"> <tr> <td>Round 1 (+2d8)</td> <td>Waking up</td> </tr> <tr> <td>Round 2 (+1d8)</td> <td>Rising</td> </tr> <tr> <td>Round 3</td> <td>Defending</td> </tr> </table>		Round 1 (+2d8)	Waking up	Round 2 (+1d8)	Rising	Round 3	Defending	<h3>Multiple attempts / people</h3> <table border="1"> <thead> <tr> <th>Attempts / people</th> <th>Bonus</th> <th>Undead</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>+1</td> <td><i>few</i></td> </tr> <tr> <td>3+</td> <td>+2</td> <td><i>group</i></td> </tr> <tr> <td>d8+3</td> <td>+3</td> <td><i>pack</i></td> </tr> <tr> <td>3d8+3</td> <td>+4</td> <td><i>horde</i></td> </tr> </tbody> </table> <p>Helpers must be within 2 skill 3+ helpers not within 2 skill = +1 helper</p> <p>Strength task: each x2 people = +2 Str</p>			Attempts / people	Bonus	Undead	2	+1	<i>few</i>	3+	+2	<i>group</i>	d8+3	+3	<i>pack</i>	3d8+3	+4	<i>horde</i>																																												
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<h3>Exhausted</h3> <p>1d8 for skills</p> <p>Each WP = -1 skills Each LP = -2 skills</p>		<h3>Running</h3> <p>x2 = 1 SP / min. x3 = 1 SP / round (max) x4 = 4 SP / round</p>		<h3>Flying Creatures</h3> <p>Flying Creatures attack last, Defence bonus pre-calculated.</p>		<h3>Skill Modifiers</h3> <table border="1"> <tr> <td>Each WP</td> <td>=</td> <td>-1</td> </tr> <tr> <td>Each attacker</td> <td>=</td> <td>+1</td> </tr> <tr> <td>Aimed</td> <td>=</td> <td>+3</td> </tr> <tr> <td>Higher Ground</td> <td>=</td> <td>+1</td> </tr> <tr> <td>Raining / Icy</td> <td>=</td> <td>-2</td> </tr> <tr> <td>Gloomy / Dark</td> <td>=</td> <td>-3</td> </tr> <tr> <td>Lighted</td> <td>=</td> <td>-4</td> </tr> <tr> <td>Blind</td> <td>=</td> <td>-6</td> </tr> <tr> <td>Hasted / Slowed</td> <td>=</td> <td>+/-3</td> </tr> <tr> <td>Cavalry</td> <td>=</td> <td>+4/-1</td> </tr> <tr> <td>Knockdown</td> <td>=</td> <td>+6</td> </tr> <tr> <td>Unaware</td> <td>=</td> <td>Auto hit</td> </tr> <tr> <td>Turned undead</td> <td>=</td> <td>-2</td> </tr> </table>			Each WP	=	-1	Each attacker	=	+1	Aimed	=	+3	Higher Ground	=	+1	Raining / Icy	=	-2	Gloomy / Dark	=	-3	Lighted	=	-4	Blind	=	-6	Hasted / Slowed	=	+/-3	Cavalry	=	+4/-1	Knockdown	=	+6	Unaware	=	Auto hit	Turned undead	=	-2																										
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<h3>Defence</h3> <p>No attack = +2 def. Scarper = Init. of 1</p>		<h3>Fire into combat</h3> <p>Def. bonus = 2 + %cover miss = 10% hit ally</p>		<h3>Morale</h3> <p>check = 7 (+1 per check) Heavily outgunned @ start Leader / 50% / 75% casualties</p> <p>Fail by 1-2 = Fall back fighting 3-4 = Disengage & retreat 5+ = Scream for mercy</p>																																																																					
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