Few	Vampire	Mummy	Wraith	Ghast	Wight	Ghoul	Zomb/Skel.	group/pack... +1/+2...
Difficulty	20	19	18	16	14	12	10	10' dia ± 5' / level

Priest needs = 4' dia, Party ring = 10' diam.   Turned undead strike at -2 if attacked. Turn angle ~120°, 5 minutes

Skill Difficulties

12	Saving throw

15	Stealth	Std. Locks
	Track	Spot
	Climb	

16	Find traps
	Secret doors

Skill Rolls

Unskilled   = 1d8
  Add skill if in a known weapon group
Bodge   = All 1s :
            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'
SP	L0	L1	L2
WP	-	L0	L1

Acrobat save reduce dmg
Bludgeon,   Stun save

Running

jog	x1.5= 1 SP / min.
run	x2 = 1 SP / rnd
spr	x3 = 5 SP / rnd
max	x4 = 2 SP / sec

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

Defence

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

Fire into combat

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

Targeted locations

		Melee	Missile	WP Effects on monsters
10	Head	-10	-10	Dead
9	Shoulder	-3	-8	-
6-8	Upper Torso	-3	-6	Dead
4-5	Lower Torso	-4	-6	-
2-3	Thighs	-2	-8	-
1	Lower limb	-4	-10	-

Surprise

Ambush level = Dex+stealth vs 9
Attackers get +1 strike per failure at
+3 to hit / +1 damage per failure level

Spot save vs

Dungeoneering	12+Ambush
Guard duty	13+
Travelling	14+
Safe / Towns	16+

Waking Up

	Hit / Dmg	
Round 1	(auto/x2)	Waking up
Round 2	(+d8/+d6)	Rising
Round 3		Defending

Multiple attempts / people

Attempts / people	Bonus	Undead
2	+2	*few*
3+	+3	*group*
d8+3	+4	*pack*
3d8+3	+5	*horde*

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 (1/2 if not spotted)

Buckler	10%	+1
Concealment	20%	+2
Rocks	30%	+3
Med shield	40%	+4
Wall	50%	+5
Large shield	60%	+6
Arrow Slit	>95%	+10

Multiple actions

Roll initiative for each action
Skills @
-5 per additional action + Dex
Same segment =1 attack max
Bodge = end of attacks

Evade

+4 to hit, if struck then blocked

Charging

Charge 20' x3 speed (-1SP)
    +3 to hit, x2 damage
    -2 Defence
+10' for missile @ x2 damage
    (>30' = -2SP)

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
Target rising	=	+3
Unaware	=	Auto hit

Missiles & Spells

Atk / Def Movement

Mounted (x0)	=	+/-1
Jog/walk (x1.5)	=	+/-2
Run/trot (x2)	=	+/-4
Dash/Charge (x3)	=	+/-6
Sprint/canter(x4)	=	+/- 8
Super sprint (x5)	=	+/- 10
Gallop (x8)	=	+/- 12
Target stationary	=	+3

Range		Ind.	Group
Point blank	=	+2	+2
Short	=	0	+1
Medium	=	-4	-2
Long	=	-8	-4

Saving throw

Bonus	Success	Level	Damage
-12+	Catastrophic	-4	Double
-7 to -11	Appalling	-3	x1.5
-4 to -6	Dreadful	-2	Normal
-2 to -3	Bad	-1	Normal
-1	Unlucky	0	Normal
0 to +1	Just made it	+1	3/4
+2 to +4	Good	+2	1/2
+5 to +9	Superior	+3	1/4
+10...	Spectacular	+4	1/8
			Ambush

Stun

Effect (vs10+SP) bludgeon only

KO	5 minutes
KO	1 round
Knockdown	May rise
Stunned	No skills attempts
Dazed	-2 skills/parry +2 init
OK	

Grenades (difficulty = 10)

3' dia ground target,
Range   = 10' /15'/25'/ 50'
Miss distance   = difference in feet
Splash   = 3'

	Rnd 1	Rnd 2	Splash
Oil	2d6	1d6.	1d6
Acid	2d8	1d8	1d8