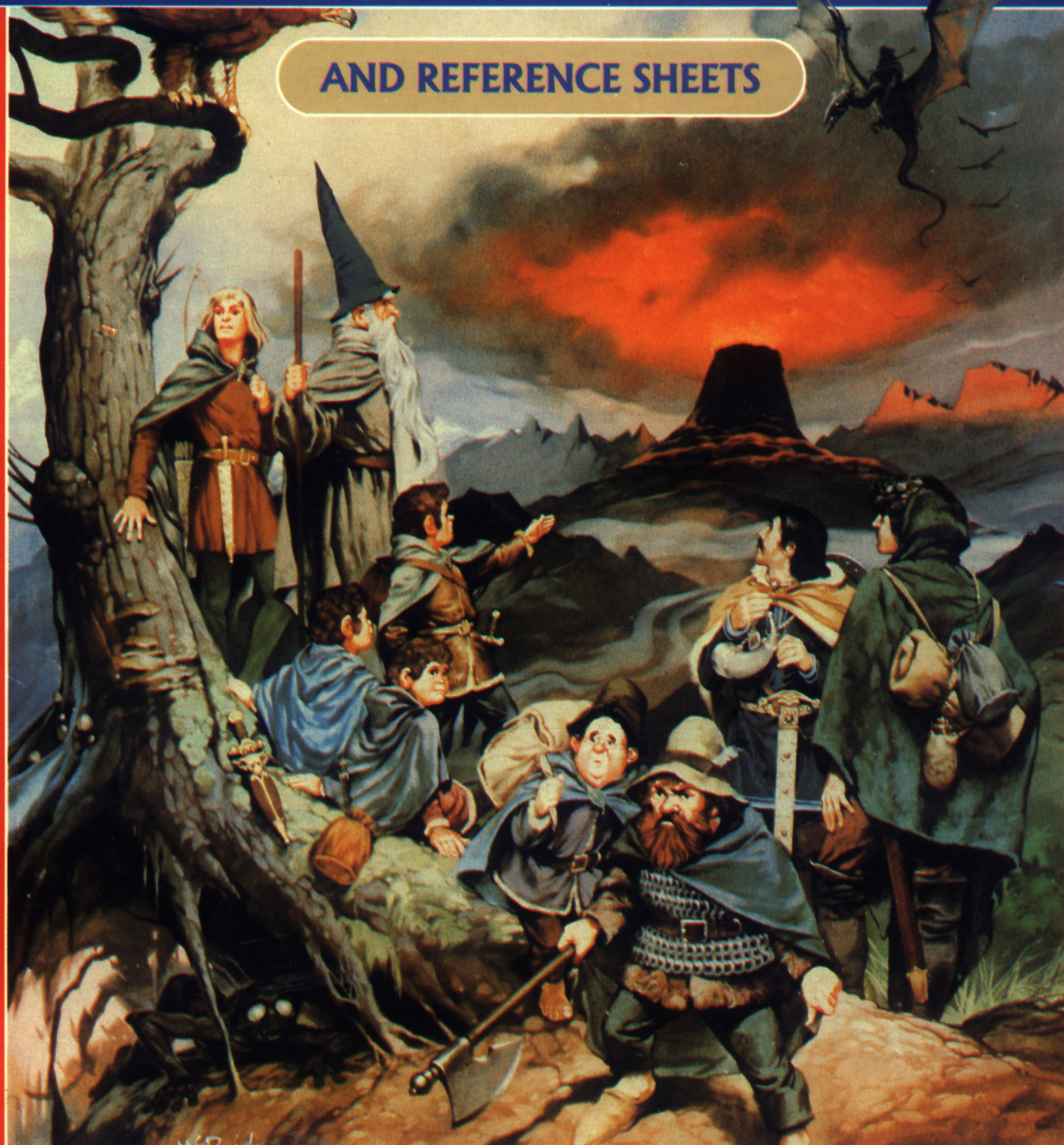


MIDDLE-EARTH ROLE PLAYING™ COMBAT SCREEN

AND REFERENCE SHEETS



An accessory for use with MIDDLE-EARTH ROLE PLAYING™,
M.E.R.P., based on J.R.R. Tolkien's THE HOBBIT™ and
THE LORD OF THE RINGS™.

IRON
CROWN
ENTERPRISES



MT-1 MOVING MANEUVER TABLE

RESULTS:

F – Failure, roll on Moving Maneuver Failure Table FT-4.

– A number result is:

- 1) the percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished **and** the character performing the maneuver has (# minus 100)% of his normal activity left for the round, **or**
- 2) the chance of complete success, **or**
- 3) reduces activity by (100 minus #).

MODIFICATIONS:

+ appropriate skill bonus; -50 if stunned; -70 if down; -30 if one limb out

OPEN-ENDED ROLL	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
(-151) down	F	F	F	F	F	F	F	F	F
(-150)–(-101)	10	F	F	F	F	F	F	F	F
(-100)–(-51)	30	10	F	F	F	F	F	F	F
(-50)–(-26)	50	30	10	F	F	F	F	F	F
(-25)–0	70	50	30	5	F	F	F	F	F
01–20	80	60	50	10	5	F	F	F	F
21–40	90	70	60	20	10	5	F	F	F
41–55	100	80	70	30	20	10	5	F	F
56–65	100	90	80	40	30	20	10	F	F
66–75	100	100	90	50	40	30	20	5	F
76–85	100	100	100	60	50	40	30	10	F
86–95	100	100	100	70	60	50	40	20	5
96–105	110	100	100	80	70	60	50	25	10
106–115	110	110	100	90	80	70	60	30	20
116–125	120	110	110	100	90	80	70	40	30
126–135	120	120	110	100	100	90	80	50	40
136–145	130	120	120	110	100	100	90	60	50
146–155	130	130	120	110	100	100	100	70	60
156–165	140	130	130	120	110	110	100	80	70
166–185	140	140	130	120	120	110	110	90	80
186–225	150	140	140	130	120	120	110	100	90
226–275	150	150	140	130	130	120	120	100	100
276+	160	150	150	140	130	130	120	110	100

ST-11 ACTION TABLE

NOTE: If a Gamemaster is using facing for the characters (see Section 6.83), a change of facing may accompany movement, even if the movement is made in addition to another action.

ACTION	ADDITIONAL INFORMATION AND OPTIONS
Prepare a Spell	May take 10' movement later.
Cast a Spell	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement or later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case Offensive Bonus is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.
CANCEL ACTION	Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round: 1) Melee with half normal Offensive Bonus. 2) Move half of his normal movement. 3) Make a maneuver modified by -30.
OPPORTUNITY ACTION	Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the opportunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.

MIDDLE-EARTH ROLE PLAYING™

COMBAT SCREEN

AND REFERENCE SHEETS

In a Role Playing game, you play the role of a character in a "living" novel. MIDDLE-EARTH ROLE PLAYING™ (MERP for short) provides the framework for role playing in the greatest fantasy setting of all time..... J.R.R. Tolkien's MIDDLE-EARTH®.

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Printed in U.S.A.

St. #8001



ISBN 0-915795-34-5

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ST-11 – ACTION TABLE	
ACTION	ADDITIONAL INFORMATION AND OPTIONS
Prepare a Spell	May take 10' movement later.
Cast a Spell	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement OR later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case Offensive Bonus is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.
CANCEL ACTION – Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round: 1) Melee with half normal Offensive Bonus. 2) Move half of his normal movement. 3) Make a maneuver modified by -30.	
OPPORTUNITY ACTION – Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the opportunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.	
NOTE: If a Gamemaster is using facing for the characters (see Section 6.83), a change of facing may accompany movement, even if the movement is made in addition to another action.	

DISARMING TRAPS AND PICKING LOCKS:	
-26 down	BLUNDER: If picking a lock, your lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires another roll to pick the lock by someone other than you). Any traps are set off.
-25 – 04	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. There is a 50% chance that any traps will be activated.
05 – 75	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hours you may make a perception roll and if it succeeds you may make another attempt.
76 – 90	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. Do something else for 10 minutes and then you can try again.
91 – 110	NEAR SUCCESS: You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.
111 – 175	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.
176 up	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.
MODIFICATIONS: Difficulty – see * under General + Skill bonus for Picking Locks OR Disarming Traps.	

CST-2 – ANIMALS STATISTICS TABLE

ATTACK TYPE	(Abbreviation)	ATTACK TABLE	PRIMARY CRIT	SECONDARY CRIT
Pincher/Beak	(Pi)	Tooth and Claw	SL	CR*
Bite	(Bi)	Tooth and Claw	PU	SL(C)
Claw/Talon	(Cl)	Tooth and Claw	SL	PU(B)*
Horn/Tusk/Stinger	(Ho)	Tooth and Claw	PU	CR(C)*
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling and Unbalancing	GR	UB(C)
Ram/Butt/Bash/Slug	(Ra)	Grappling and Unbalancing	UB	CR(C)*
Tiny animals	(Ti)	Tooth and Claw	SL(T)	–
Stomp/Trample	(St)	Tooth and Claw	CR	CR*
Fall/Crush**	(Fa)	Tooth and Claw	CR	CR*
Fist/Kick***	(Fi)	Tooth and Claw	UB(A)	–
Wrestling/Tackles***	(Wr)	Grappling and Unbalancing	GR(A)	–
CR – Crush critical. PU – Puncture critical. GR – Grapple critical. UG – Grappling and Unbalancing Attack Table. SL – Slash critical. UB – Unbalance critical. TC – Tooth and Claw Attack Table.				
PRIMARY CRIT – The type of critical delivered by the weapon; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.				
SECONDARY CRIT – If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.). Each critical is rolled separately. A letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "D").				
* – For these attacks only "large" and "huge" attacks get the secondary critical listed above.				
** If a character falls, this attack is rolled with the number of feet fallen added to the roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen: 1'-10' (Small), 11'-50' (Medium), 51'-100' (Large), over 100' (Huge).				
*** These attack types are for hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.				

GENERAL (includes any static action not covered on another column):	INTERACTION AND INFLUENCE:	READING RUNES AND USING ITEMS:	PERCEPTION AND TRACKING:
BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a change in circumstances occurs, any influence attempts by you will fail.	BLUNDER: Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.
ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05–75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (360 rounds) will result in failure (see 05–75 below).	ABSOLUTE FAILURE: You have developed a mental block on this rune/item and will automatically fail on any further attempts to read or use it. There is a 50% chance that a spell will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05–75 below).
FAILURE: You have failed. You may not try again the same static action in the same place for 1 day.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	FAILURE: Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make another attempt to read/use this rune/item.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.
PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: You learn how many spells and abilities it contains and what they are. However you can not yet read/use it, and you may not make another attempt until 1 week has passed.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.
NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	NEAR SUCCESS: You learn how many spells and abilities it contains and what they are. If you wait 24 hours, you may try again with an extra +10 bonus.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. Think about it for 3 rounds, and you may try again.
SUCCESS: Your static action is successful.	SUCCESS: You have influenced your audience.	SUCCESS: You learn one of the spells or abilities in an item or on a piece of rune paper, and you may use it whenever you hold the item or rune paper (runes are only usable once).	SUCCESS: You gain all of the information on the topic that required the perception roll.
ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll.
MODIFICATIONS: * Difficulty – +30 – Routine +20 – Easy +10 – Light +0 – Medium -10 – Hard -20 – Very Hard -30 – Extremely Hard -50 – Sheer Folly -70 – Absurd	MODIFICATIONS: Difficulty – see * under General. +50 – Audience is personally loyal or devoted to the character. +20 – Audience is under hire to the character. + Skill bonus for Influence and Interaction. NOTE: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.	MODIFICATIONS: - (level of the spell) -30 – If the realm of the spell is different from the character's. -10 – If the character does not know what the spell or ability is. +20 – If the character knows what the spell or ability is. +30 – If the character can cast the spell intrinsically. + Skill bonus for Reading Runes OR Using Items.	NOTE: The information available through a perception roll is limited by the area that you examine and your resources (usually your senses). NOTE: When tracking a roll is only required once every 5 minutes (30 rounds). MODIFICATIONS: Difficulty – see * under General. +20 – If the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception OR Tracking.



AT-5 – TOOTH AND CLAW ATTACK

ROLL	PLATE	CHAIN	LEATHER		NONE
			RIGID	SOFT	
UM 01-02	-----	-----	Attack Failure-----		-----
03-45	0	0	0	0	0
46-50	0	0	0	0	1
51-55	0	0	0	0	2
56-60	1	0	0	1	4
61-65	1	1	1	2	5T
66-70	2	2	2	4	6T
71-75	3	3	3	5	8T
76-80	4	4	5	7T	9A
81-85	5	5	7T	9T	10A
86-90	6	6T	8T	10A	12A
91-95	6T	7T	9A	11A	13B
96-100	7T	8A	10A	12A	14B
101-105	7A	9A	11A	13B	15B
-----MAX RESULTS--SMALL ATTACKS-----					
106-110	8A	10A	12B	15B	17C
111-115	9A	11B	13B	16C	19C
116-120	10B	11B	14C	17C	20D
-----MAX RESULTS--MEDIUM ATTACKS-----					
121-125	14B	15B	18C	20C	26D
126-130	16B	18C	20C	23D	28E
131-135	18C	20C	22D	25D	30E
-----MAX RESULTS--LARGE ATTACKS-----					
136-140	20C	23D	26D	30E	36E
141-145	22D	25D	29E	33E	38E
146-150	24E	27E	32E	36E	40E
-----MAX RESULTS--HUGE ATTACKS-----					

AT-6 – GRAPPLING AND UNBALANCING ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER		NONE
			RIGID	SOFT	
UM 01-02	---	---	Attack Failure		---
03-45	0	0	0	0	0
46-50	0	0	0	0	0
51-55	0	0	0	0	0
56-60	1	0	0	0	0
61-65	1	0	0	0	1
66-70	2T	1	0	1	1
71-75	2A	2T	1	3	2
76-80	3A	3T	2	4T	4
81-85	3A	4A	4T	6T	5
86-90	4A	4A	5T	7T	7T
91-95	4A	5A	6T	8A	8T
96-100	5B	6A	7A	9A	10T
101-105	5B	7A	8A	10A	11A
--- MAX RESULTS --- SMALL ATTACKS ---					
106-110	6C	8B	10A	12B	14A
111-115	7C	9C	11B	13B	15A
116-120	8C	10C	12B	14C	16B
--- MAX RESULTS --- MEDIUM ATTACKS ---					
121-125	10D	11C	14B	16C	18B
126-130	11D	13D	16C	18C	20B
131-135	12D	15D	18C	20D	22C
--- MAX RESULTS --- LARGE ATTACKS ---					
136-140	14E	19D	22C	26D	28C
141-145	16E	21E	25D	28D	30C
146-150	18E	23E	27E	30E	33D
--- MAX RESULTS --- HUGE ATTACKS ---					

MT-1 – MOVING MANEUVER TABLE:

OPEN-ENDED ROLL	Routine	Easy	Light	Medium	Very Hard	Extremely Hard	Sheer Hard	Folly	Absurd
(-151) down	F	F	F	F	F	F	F	F	F
(-150) – (-101)	10	F	F	F	F	F	F	F	F
(-100) – -51	30	10	F	F	F	F	F	F	F
(-50) – (-26)	50	30	10	F	F	F	F	F	F
(-25) – 0	70	50	30	5	F	F	F	F	F
01 – 20	80	60	50	10	5	F	F	F	F
21 – 40	90	70	60	20	10	5	F	F	F
41 – 55	100	80	70	30	20	10	5	F	F
56 – 65	100	90	80	40	30	20	10	F	F
66 – 75	100	100	90	50	40	30	20	5	F
76 – 85	100	100	100	60	50	40	30	10	F
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	110	110	100	100	70	60
156 – 165	140	130	130	120	110	110	100	80	70
166 – 185	140	140	130	120	120	110	110	90	80
186 – 225	150	140	140	130	120	120	110	100	90
226 – 275	150	150	140	130	130	120	120	100	100
276 +	160	150	150	140	130	130	120	110	100

RESULTS:

F – Failure, roll on Moving Maneuver Failure Table FT-4.

– A number result is 1) the percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished AND the character performing the maneuver has (# - 100) % of his normal activity left for the round, or 2) the chance of complete success, or 3) reduces activity by (100-#).

MODIFICATIONS:

+ appropriate skill bonus: -50 stunned, -70 down, -30 one limb out.

AT-1 – 1-HANDED SLASHING WEAPONS ATTACK TABLE

LEATHER					
ROLL	PLATE	CHAIN	RIGID	SOFT	NONE
UM 01-08	Possible Fumble				
09-35	0	0	0	0	0
36-40	0	0	0	0	0
41-45	0	0	0	0	0
46-50	1	0	0	0	0
51-55	1	1	0	0	0
56-60	2	1	0	0	0
61-65	2	2	0	0	0
66-70	3	3	2	3	0
71-75	3	4	3	5	0
76-80	4	5	5	7A	7
81-85	5	6	6	9A	9A
86-90	5	7	7A	10B	10A
91-95	6	8	9A	12B	11B
96-100	6	9	10B	13B	13C
101-105	7	10A	11B	14C	15C
106-110	8	11A	12B	15C	17D
111-115	8A	12B	13C	17C	19D
116-120	9A	13B	15C	18D	20D
121-125	9A	13C	16C	19D	21E
126-130	10B	14C	17D	20D	23E
131-135	11B	15C	18D	22D	25E
136-140	11C	16D	20D	23E	27E
141-145	12D	17D	21E	24E	28E
146-150	12E	18E	22E	25E	30E

AT-2 – 1-HANDED CONCUSSION WEAPONS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER		NONE
			RIGID	SOFT	
UM 01-08	Possible Fumble				
09-35	0	0	0	0	0
36-40	1	0	0	0	0
41-45	1	1	0	0	0
46-50	2	2	0	0	0
51-55	3	3	0	0	0
56-60	3	4	0	0	0
61-65	4	5	0	0	0
66-70	5	6	2	3	0
71-75	5	7	3	5	0
76-80	6	8	4	6	0
81-85	7	9	6	7A	6
86-90	8	10	7A	8A	8
91-95	8	11	8A	9A	9A
96-100	9	12A	9B	10B	10B
101-105	10	13A	10B	11B	12C
106-110	10A	14B	11B	12B	13C
111-115	11A	15B	12C	13C	14D
116-120	12B	16C	13C	14C	15D
121-125	13B	17C	15C	15C	17D
126-130	13C	18C	16C	16D	18E
131-135	14C	19D	17D	17D	19E
136-140	15D	20D	18D	18E	21E
141-145	16D	21E	19E	19E	22E
146-150	16E	22E	20E	20E	23E

AT-3 – 2-HANDED WEAPONS ATTACK TABLE

ATPS — 2-HANDED WEAPONS ATTACK TABLE						
ROLL	PLATE	CHAIN	LEATHER		NONE	
			RIGID	SOFT		
UM 01-08	Possible Fumble					
09-55	0	0	0	0	0	
56-60	2	0	0	0	0	
61-65	3	0	0	0	0	
66-70	4	3	0	6	0	
71-75	5	5	2	8A	0	
76-80	6	7	4A	10A	0	
81-85	7	9	7A	13B	10A	
86-90	8	11	9B	15B	13B	
91-95	9	12A	12B	17C	16C	
96-100	11	14A	14C	20C	19D	
101-105	12A	16B	17C	22C	22D	
106-110	13A	18B	19C	24C	25D	
111-115	14B	20C	22C	27D	28E	
116-120	15B	22C	24D	29D	31E	
121-125	16C	24C	27D	31D	33E	
126-130	17C	26D	29D	33E	36E	
131-135	19D	28D	32E	36E	39E	
136-140	20D	29E	34E	38E	42E	
141-145	21E	31E	37E	40E	45E	
146-150	22E	33E	40E	43E	48E	

AT-4 – MISSILE WEAPONS ATTACK TABLE

AT-4 - MISSILE WEAPONS ATTACK TABLE					
ROLL	PLATE	CHAIN	LEATHER		NONE
			RIGID	SOFT	
UM 01-08	Possible Fumble				
09-55	0	0	0	0	0
56-60	0	0	0	0	0
61-65	0	0	0	0	0
66-70	0	0	0	0	0
71-75	1	0	0	0	0
76-80	2	2	0	4	0
81-85	3	4	3	6	0
86-90	4	6	5	8A	0
91-95	5	7	7A	10A	8A
96-100	6	8A	9A	12B	10B
101-105	7	10A	10B	13B	11C
106-110	8A	13B	12B	14B	13C
111-115	9A	14B	13B	16C	15C
116-120	10A	16B	15C	17C	16D
121-125	11B	17C	17C	19D	18D
126-130	11B	19C	19D	20D	20D
131-135	12C	20D	21D	22D	22E
136-140	13C	22D	23D	23E	23E
141-145	14D	23E	25E	25E	25E
146-150	15E	25E	26E	26E	27E

CRITICALS —

- T — — — Critical roll is modified by -50
 A — — — Critical roll is modified by -20
 B — — — Critical roll is modified by -10
 C — — — Critical roll is modified by 0
 D — — — Critical roll is modified by +10
 E — — — Critical roll is modified by +20

The type of critical is determined by the specific weapon or animal attack being used (see Table CST-1 and Table CST-2).

Modifications:

- + Attacker's Offensive Bonus - Defender's Defensive Bonus
 + 15 — — — Flank attack.*
 + 20 — — — Rear attack (in addition to the flank bonus).*
 + 20 — — — Defender surprised.*
 + 20 — — — Defender stunned or down.*
 -10 — — — For each 10' that the attacker has moved.
 -30 — — — If attacker drawing, changing weapons, or unslinging a shield.
 -20 — — — If attacker has taken over half of his hits.
 -variable — — — The defender may use part of his OB to parry (see 6.62).
 * not applicable to missile or thrown weapons.

	CT-1 – CRUSH CRITICAL TABLE	CT-2 – SLASH CRITICAL TABLE	CT-3 – PUNCTURE CRITICAL TABLE	CT-4 – UNBALANCING CRITICAL TABLE
-49-05	Weak grip. No extra damage. +0	Weak strike yields no extra damage. +0.	Glancing blow. No extra damage.	Fairly weak. +0 hits. Zip.
06-20	Minor fracture of ribs. +5 hits. -5 to activity.	Minor calf wound. 1 hit per round.	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rounds.
21-35	Blow to side. +4 hits. -40 to activity for 1 round.	Blow to upperleg, +5 hits. If no leg armor: +2 hits per round.	Thigh strike, +3 hits. If no leg armor: 3 hits per round.	Leg strike. +4 hits. If no leg armor: +7 hits and stunned 1 round.
36-50	Blow to forearm. +5 hits. Stunned 1 round.	Minor chest wound. +3 hits. 1 hit per round. -5 to activity.	Minor forearm wound. +2 hits. Stunned 1 round.	Chest strike. Knocked back 3 feet. +5 hits. -10 to activity for 2 rounds.
51-65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per round. Stunned 1 round.	Strike along side of chest. 1 hit per round. Stunned 1 round.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rounds.
66-79	Blow breaks bone in leg. +12 hits. -40 to activity. Stunned 2 rounds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rounds.	Strike to lower leg. Tendons torn. +3 hits. -25 to activity. Stunned 1 round.	Elbow strike. Forearm numbed. +8 hits. Drop weapon. -10 to activity for 10 rounds.
80	Strike to forehead. +30 hits. One eye destroyed. Stunned 24 rounds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck: Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. -80 to activity.
81-86	Blow breaks weapon arm. Arm useless. Tendon damage. +8 hits. Stunned 2 rounds.	Slash muscle and tendons in weapon arm. Arm useless. +10 hits. 1 hit per round.	Strike to weapon arm. Bone broken. +10 hits. Stunned 3 rounds.	Shot to side. Knocked 5 feet sideways. Drop anything carried in hands. Stunned 3 rounds.
87-89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rounds.	Destroys one eye. +10 hits. Stunned for 30 rounds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rounds.	Side strike. Stumble ungracefully to an embarrassing prone position. Stunned 6 rounds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe quite stunned.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rounds.	Strike through both lungs. Drops and passes out. Dies in 6 rounds.	Inspired back strike. Knocked flying 10 feet and onto face. Severe nerve damage. Paralyzed from waist down.
91-96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10 feet and stunned 6 rounds. If no helm: unconscious for 24 hours.
97-99	Blast to chest sends ribcage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down, permanently.	Totally awesome strike. Knocked to knees. If using 1 hand weapon: it is thrown backwards 10 feet. Stunned 15 rds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, unconscious and dies in 3 rounds due to massive internal organ damage.	Strike through eye. Dies instantly. A real eye full.	Upper chest strike. Knocked 10 feet sideways. Fall down and break both arms. A 2 month coma results.
101-106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rounds.	Major abdominal wound. +10 hits. 8 hits per round. -10 to activity. Stunned for 4 rounds.	Major abdominal wound. +10 hits. 6 hits per round. -20 to activity. Stunned 4 rounds.	Blow breaks leg. +12 hits. -50 to activity. Stunned 1 round.
107-109	Neck strike crushes throat. Cannot breath and stunned for 12 rounds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and unconscious. Dies from internal bleeding and shock in 6 rounds.	Strike to head. Knocked 10 feet backwards. +9 hits. Stunned 6 rounds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rounds. Active the following 4 rounds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rounds.	Shot through heart. Reels 10 feet to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rounds.	Savage blow to head. Knocked down. Dies in 12 rounds due to a severed vein.
111-116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rounds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rounds.	Strike through leg. Artery severed. Down and unconscious. 12 hits per round.	Awsome side shot. Knocked down and sideways 5 feet. Lower leg broken. Stunned 7 rounds. -40 to activity.
117-119	Blow to side crushes chest cavity. Drops and dies in 3 rounds.	Sever spine. Collapses immediately. Paralyzed from the neck down – permanently. +20 hits.	Strike through kidneys. +9 hits. Knocked down and dies after 6 rounds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rounds. -20 to activity. If no shield: unconscious and upper arm shattered.
120	Blast to chest area. Destroy heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain and makes life difficult for the unfortunate fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Knocked back 20 feet. Dies instantly. Not nice.
	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical

	CT-5 – GRAPPLING CRITICAL TABLE	CT-10 – PHYSICAL CRITICALS FOR LARGE CREATURES TABLE	CT-11 – SPELL CRITICALS FOR LARGE CREATURES TABLE
-49-05	An opportunity lost.	+10 hits. Your weapon breaks in half. You are upset.	Size of creature awes you. +0 hits.
06-20	Passing strike. +2 hits.	+6 hits.	+5 hits.
21-35	Attack fended off. +3 hits. If arm armor: stunned 1 round.	+12 hits.	+8 hits.
36-50	Attack to upper leg. Spun about, but breaks loose. Stunned 1 round.	+18 hits.	+10 hits.
51-65	Shield arm entangled. If shield: -50 to activity until it is dropped. If no shield: -50 to activity.	Staggered by strong blast. +20 hits. -10 to activity. Stunned 2 rounds.	+12 hits.
66-79	Weapon arm grasped. Disarmed and wrist sprained. Stunned 2 rounds. -25 to activity.	Fine leg strike. +18 hits. 5 hits per round. -20 to activity. Stunned 3 rounds.	+15 hits.
80	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular vein. +15 hits. Dies in 6 rounds, but may act at -60 to activity until then.	Unbalanced by blast. +15 hits. Stunned 2 rounds.
81-86	Weapon arm grappled. Ligaments torn and muscle pulled. Disarmed and stunned for 3 rounds. -40 to activity.	Hard blow. +25 hits. 3 hits per round due to light wound. -10 to activity. Stunned 2 rounds.	Staggered by strong blast. +20 hits. Stunned 1 round.
87-89	Completely entangled and immobilized. Knocked down, but still conscious. No activity.	Strike severs an artery in leg. May act at -30 to activity for 4 rounds, then drops and dies after 6 more rounds.	Strike to leg. +15 hits. -20 to activity. Stunned 2 rounds.
90	Vicious hold around neck. Knocked out. Sprained neck: -60 to activity.	Sever a vein in forelimb. +20 hits. Stunned for 6 rounds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91-96	Head grappled. Stunned 9 rounds. If no helm: a coma results due to a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to activity. Stunned 1 round.
97-99	Both arms entangled and pinned to chest. Arms may not be moved until entanglement removed. -75 to activity.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. +25 hits. -20 to activity due to broken ribs. Stunned 3 rounds.
100	Neck grappled. If neck armor: -60 to activity due to neck sprain and stunned 3 rounds. If not: dies from broken neck.	Heart strike. Dies immediately. Weapon stuck and trapped under body. Chance that weapon breaks is 60% - weapon bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rounds, but is fully active until then.
101-106	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to activity.	Shatter shoulder in weapon arm. +15 hits. Stunned 3 rounds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rounds.
107-109	Legs entangled and completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rounds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rounds due to nerve damage, but is fully active until then.
110	Neck grappled. If neck armor: disarmed and stunned 5 rounds. If not: dies in 6 rounds.	Strike through cheek. Dies immediately. Unfortunately, the weapon is stuck in the bone for 2 rounds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rounds.
111-116	Foot entangled. Stumble, fall, break weapon on impact, and stunned 2 rounds. If no chest armor: take a "D" crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A 1 month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to activity.
117-119	Both legs wrapped up. Tumbles to ground and knocked out. -80 to activity due to a broken arm and a broken ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rounds.	Strike to body destroys a variety of organs. Dies in 3 rounds, but the ignorant brute is fully active until then.
120	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The unfortunate lummox dies instantly, and any ear wax is removed.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rounds.
	Modifications: -50 – "T" critical -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – Normal Weapon -10 – Magic Weapon +0 – Mithril Weapon +10 – Holy Weapon +20 – Slaying Weapon	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical



AT-9 — BASE SPELLS ATTACK TABLE

ROLL	PLATE & CHAIN	LEATHER	NO ARMOR	ROLL
UM 01-02	F	F	F	01-02
03-04	F	F	F	03-04
05-08	F	F	+70	05-08
09-12	F	F	+65	09-12
13-16	F	+45	+60	13-16
17-20	+45	+40	+50	17-20
21-24	+40	+35	+45	21-24
25-28	+35	+30	+35	25-28
29-32	+30	+25	+30	29-32
33-36	+25	+20	+20	33-36
37-40	+20	+15	+15	37-40
41-44	+15	+10	+5	41-44
45-48	+10	+5	0	45-48
49-52	+5	0	0	49-52
53-56	0	0	-5	53-56
57-60	0	-5	-10	57-60
61-64	-5	-5	-15	61-64
65-68	-5	-10	-20	65-68
69-72	-10	-15	-25	69-72
73-76	-25	-20	-30	73-76
77-80	-30	-25	-35	77-80
81-84	-35	-30	-40	81-84
85-88	-40	-35	-45	85-88
89-92	-45	-40	-50	89-92
93-96	-50	-45	-55	93-96
UM 97-99	-65	-65	-65	97-99
UM 100	-90	-90	-90	100

NOTE: The number results from this table are modifications for a Resistance Roll that must be by the target (see Table RRT). An F indicates spell failure and requires a spell failure roll (see Table FT-3).

FOR CHANNELING SPELLS: if target is wearing leather armor, use the "no armor" column; if target is wearing plate or chain, modify the attack roll by -10.

RANGE MODIFICATIONS:

+30 — Touching	-10 — 51' to 100'
+10 — 0' to 10'	-20 — 101' to 300'
0 — 11' to 50'	-30 — 300' and up

ATTACKER MODIFICATIONS:

- + — Attacker's Base Spells offensive bonus.
- — Attacker's spell's level.
- +20 — If caster spent 4 rounds preparing spell.
- +10 — If caster spent 3 rounds preparing spell.
- +0 — If caster spent 2 rounds preparing spell.
- 15 — If caster spent 1 round preparing spell.
- 30 — If caster spent 0 rounds preparing spell.

TARGET MODIFICATIONS:

- 10 to -30 — If target takes cover (maneuver roll and GM decision).
- +10 — If target is static (i.e. not moving at all).

MISCELLANEOUS: (GM decision or special item, spell or ability).

RRT — RESISTANCE ROLL TABLE

TARGET LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1				5					10					15	

* For spells the attack level is the caster's level.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

MODIFICATIONS TO THE RESISTANCE ROLL:

+ Target's appropriate RR bonus.

-90 to +70 — Modification resulting from the base attack roll.

-50 — Willing target.

MISCELLANEOUS — (GM decision or special item, spell or ability).

ST-9 — STRATEGIC MOVEMENT RATE TABLE

(result is the miles covered in a 4 hour period)

TRANSPORT TYPE	TERRAIN TYPE					
	ROAD	OPEN	FOREST	ROUGH	ROUGH & FOREST	MOUNTAINOUS
Sneaking	4	4	3	2	2	1
Careful walk	8	7	4	4	3	2
Normal walk	10	8	6	5	3	2
Jog/Walk	15*	12*	9*	7*	4**	3**
Slow Ride	15	12	9*	7*	4*	3**
Fast Ride	25	18*	12**	10**	6**	4**

* — Requires a maneuver roll once every 4 hours from each character.

** — Requires a maneuver roll once every 2 hours from each character.

ST-10 — ENCOUNTER TABLE

This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the Gamemaster should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

POPULATION DENSITY

	Dense	Moderate	Light	Uninhabited	Waste
1-30	s/-	-/-	-/-	-/-	-/-
31-40	e/-	s/-	-/s	-/s	-/-
41-50	e/-	s/-	-/s	-/s	-/-
51-60	e/-	s/-	s/s	-/s	-/-
61-70	e/-	e/-	s/s	-/s	-/s
71-80	e/-	e/s	s/s	-/s	-/s
81-90	e/-	e/s	e/s	-/s	-/h
91-100	h/s	e/s	e/s	-/h	-/h
101-120	h/h	e/s	e/h	s/h	-/h
121-140	a/h	h/h	h/h	e/h	s/a
141-160	a/a	a/h	h/h	e/h	e/a
161-180	a/a	a/a	a/h	h/a	h/a
181-200	t/a	a/a	a/a	a/a	a/t
201 +	t/t	t/t	t/t	t/t	t/t

Encounter codes: t = trap or ambush or surprise attack;
a = attacking group;
h = hostile group;
e = basic encounter;
s = sighting by other group.

The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain moving in:

- +30 — Road
- +20 — Open
- 10 — Forest
- 15 — Rough
- 30 — Forest and Rough
- 40 — Mountainous

Activity of inhabitants:

- +25 — Hostile
- +50 — Patrolled area
- +100 — If hue and cry (see Section 5.23)
- +30 — Night-adapted inhabitants (e.g., Orcs) at night
- 30 — Night-adapted inhabitants during day

General:

- 50 — Traveling at night **

variable — spells used to detect groups

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group size: *

- +50 — one
- +20 — two
- +0 — 3-4
- 10 — 5-7
- 20 — 8-10
- 50 — 11-20
- 75 — 21-50
- 100 — 51 +

Travel mode:

- +50 — Sneaking
- +20 — Careful walk
- +0 — Normal walk
- 10 — Jog/walk
- 20 — Slow ride
- 40 — Fast ride

variable — Flying, boat, ship, etc.

General:

- +30 — if actively searching for something
- variable — spells used by the group
- 20 — if in camp and traveled 12 hours
- 40 — if in camp and traveled 16 hours

* — Rangers, Elves and Hobbits count ½.

** — This is lower depending upon the lighting (i.e., moon or stars on a clear night).

	FT-1 – HAND ARMS FUMBLE TABLE	FT-2 – MISSILE WEAPONS FUMBLE TABLE	FT-3 – SPELL FAILURE TABLE	FT-4 – MOVING MANEUVER FAILURE TABLE
-49–05	Lose your grip. No further activity this round.	Lose your grip. No further activity this round.	Lose concentration due to strain. Spell lost, but not power points.	You hesitate and fail to act.
06–20	You slip. If your weapon is 1-handed and non-magic, it breaks.	One's ten thumbs cannot handle loading. Lose this round.	Second thoughts. No spell may be cast or prepared next round.	You have second thoughts, and decide to wait one round.
21–35	Bad follow-through. You lost your opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 to activity next round.	Indecision due to mild mental lapse. Spell delayed one round.	You slip. 30% chance of falling. -20 from any maneuvers for 2 rounds.
36–50	Drop your weapon. It will take 1 round to draw a new one, or 2 rounds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 activity for 3 rounds of action.	Serious mental lapse. Spell lost, but not power points. -30 to activity for 3 rounds.	You stumble. 45% chance of falling. -30 from any maneuvers for 2 rounds.
51–65	You lose your "wind" and realize that you should try to relax. -40 to activity for 2 rounds.	Drop ammunition. Stunned this round and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 round.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66–79	You stumble. The classless display leaves you stunned for 2 rounds. With luck, you might still survive.	You really mishandle your weapon. Stunned 2 rounds.	Subconscious fear. Spell lost along with power points. Stunned 2 rounds.	You slip. 75% chance of falling. Stunned 2 rounds.
80	Incredibly inept move. Roll a "B" crush crit on yourself. If opponent is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If not using a crossbow, you let arrow fly, lose an ear and take 2 hits per round.	Spell internalized. +15 hits. Knocked down. Stunned 1 hour.	You twist your ankle. +5 hits. -10 to activity.
81–86	Bite and swallow tongue in the excitement. Stunned 2 rounds.	Bowstring breaks. It will take 2 rounds to draw a new weapon or 6 rounds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rounds.	You fall down. +3 hits. -20 to activity for 3 rounds.
87–89	Lose your grip on your weapon and reality. Stunned 3 rounds.	Fumble ammunition when loading. You scatter all of your ammunition over a 10 foot radius area.	Internalization; overload senses. +20 hits. Blinded and deaf for 10 minutes.	You sprain your ankle and tear some tendons. +7 hits. -20 to activity. Stunned 1 round.
90	Bad taste and poor execution. You attempt to maim yourself as your weapon breaks. Roll a "C" slash crit on yourself.	Weapon shatters. You are stunned for 4 rounds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.	Fall breaks your leg. +8 hits. -30 to activity. Stunned 3 rounds.
91–96	Unbelievable mishandling of your weapon. Any friendly combatant in your vicinity takes a "B" crush critical.	You let your arrow fly much too soon. You strike 20 feet short of target. You are at -30 activity for 3 rounds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds.	You break your wrist when you fall. +12 hits. -20 to activity. Stunned 2 rounds.
97–99	Stumble over an unseen imaginary deceased turtle. You are very confused. Stunned 3 rounds.	You seem to think that your bow is a baton. It slips and in trying to recover it, you knock it 5 feet in front of you.	Target's essence causes spell to backfire. Reverse roles of target and caster in spell effects.	Your arm breaks when you land on it. +14 hits. -30 to activity. Stunned 4 rounds.
100	Worst move seen in ages. -60 to activity from a pulled groin. Foe is stunned 2 rounds laughing.	Your ammunition slips as you fire. The missile goes through your hand. Hand useless. +8 hits. 2 hits per round.	Identity crisis. Lose spell casting capabilities for 2 weeks.	In an attempt to break your fall you break both of your arms; they are useless. +30 hits. Stunned 6 rounds.
101–106	You stagger and fall in an apparent attempt to commit suicide. Stunned 3 rounds. If using a pole arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rounds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rounds.	When you fall your leg twists under you and breaks. +15 hits. -50 to activity. Stunned 3 rounds.
107–109	You break your weapon through ineptness. Stunned 4 rounds.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rounds.	Internalizes spell. Lose all spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to activity. Stunned 4 rounds.
110	You stumble and drive the point of your weapon into the ground. Stunned 5 rounds. If mounted: you pole vault 30 feet and take a "C" crush crit from the landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an "A" puncture crit.	Strain causes severe stroke. Paralyzed from the waist down.	You fall and the resulting concussion causes a year-long coma.
111–116	Your mount rears suddenly. Stunned 3 rounds recovering.	Trigger slips while you are bringing up your weapon. Make an attack with no modifications on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rounds.	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117–119	You do not coordinate your movement with your mount's. -90 to activity for next 3 rounds trying to stay mounted.	While daydreaming you put your hand in front of the bolt while firing. Lose a finger. +4 hits. 2 hits per round.	Spell strays and travels to a point 20 feet left of target. Anyone in line takes an unmodified attack. Stunned 3 rounds.	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a "D" crush crit on yourself.	You slip and pin your foot to the ground with a bolt. +10 hits. 2 hits per round. -30 to activity. Stunned 3 rounds.	Mental Collapse. Spell is cast in direction opposite to the intended line. Lose all spell casting ability for 3 months.	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 – 1-H Concussion -10 – 1-H Slashing +0 – 2-Handed +10 – Pole Arms +20 – Mounted	Modifications: -20 – Sling -10 – Short Bow +0 – Composite Bow +10 – Long Bow +20 – Crossbow	Modifications: -20 – Class "I" Spells -10 – Class "U" Spells +0 – Class "P" Spells +10 – Class "F" Spells +20 – Class "E" Spells	Modifications: -50 – Routine +5 – Very Hard -35 – Easy +10 – Extr. Hard -20 – Light +15 – Sheer Folly -10 – Medium +20 – Absurd +0 – Hard

CST-1 – WEAPONS STATISTICS TABLE

WEAPON	FUMBLE	PRIMARY CRIT	SECONDARY CRIT	BASE RANGE †	SPECIAL MODIFICATIONS
1-H SLASHING (can be used with a shield)					
Broadsword	3	SL	—	—	
Dagger	1	PU(C)	—	15	-15 OB (chain/plate).
Handaxe	4	SL	—	15	+ 5 OB against chain & plate.
Scimitar	4	SL	—	—	-5 OB (chain/plate), + 5 OB (other)
Short Sword	2	SL	—	3	-10 OB (chain/plate), + 10 OB (other)
Whip	6	GR(C)	SL(A)	—	-10 OB, can use from 10' away.
1-H CONCUSSION (can be used with a shield)					
Club	4	CR(D)	—	2	-10 OB.
Mace	2	CR	—	5	
Morning Star	8	CR	PU(A)	—	+ 10 OB take "B" crit if fumbled.
Net	6	GR	—	10	Use At-6, Medium attack.
War Hammer	4	CR	—	10	+ 5 OB.
1-H POLE ARMS (use 1-Handed Slashing Attack Table with a shield OR 2-Handed with + 10 to OB)					
Javelin	4	PU	—	30	-10 OB, can use from 5' away.
Spear	5	PU	SL(A)	20	-5 OB, can use from 5' away.
2-H POLE ARMS (use 2-Handed Attack Table)					
Mounted Lance	7	PU	UB	—	+ 15 OB, take "B" crit if fumbled.
Halbard	7	SL	PU	—	-5 OB, can use from 5' away.
2-HANDED WEAPONS (can not be used with a shield)					
Battle-Axe	5	SL	CR	—	+ 5 OB (chain/plate), -5 (other)
Flail	8	CR	PU	—	+ 10 OB, take "C" crit if fumbled.
Quarterstaff	3	CR	—	—	-10 OB.
2-Handed Sw.	5	SL	CR	—	
MISSILE WEAPONS (may not be used in melee)					
Bola	7	GR	CR(A)	40	-5 OB, take "B" crit if fumbled.
Composite Bow	4	PU	—	75*	Load(1), or Reload(0) at -25 to OB.
Crossbow	5	PU	—	90	Load(2), + 20 OB at up to 50'.
Long Bow	5	PU	—	100*	Load(1), or Reload(0) at -35 to OB.
Short Bow	4	PU	—	60*	Load(1), or Reload(0) at -10 to OB.
Sling	6	CR(D)	—	50*	Load(1), can use with a shield.

* — May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

F — Fumble range: if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.

CR — Crush critical.

PU — Puncture critical.

GR — Grapple critical.

UG — Grappling and Unbalancing Attack Table.

SL — Slash critical.

UB — Unbalance critical.

TC — Tooth and Claw Attack Table.

† — All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.

PRIMARY CRIT — The type of critical delivered by the weapon; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

SECONDARY CRIT — If a critical higher than a "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g., and "E" result delivers a "C" secondary critical, a "C" delivers an "A"). Each critical is rolled separately.

BASE RANGE — The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25. Long range is between double the base range and triple the base range, and the OB modification is -50. Maximum range is between triple the base range and four times the base range, and the OB modification is -75. Missile weapons may not be used if the wielder is engaged in melee. The table below summarizes the various ranges.

BASE RANGE	SHORT RANGE (+ 0 to OB)	MEDIUM RANGE (-25 to OB)	LONG RANGE (-50 to OB)	MAXIMUM RANGE (-75 to OB)
2	1'-2'	3'-4'	5'-6'	7'-8'
3	1'-3'	4'-6'	7'-9'	10'-12'
5	1'-5'	6'-10'	11'-15'	16'-20'
10	1'-10'	11'-20'	21'-30'	31'-40'
15	1'-15'	16'-30'	31'-45'	46'-60'
20	1'-20'	21'-40'	41'-60'	61'-80'
30	1'-30'	31'-60'	61'-90'	91'-120'
40	1'-40'	41'-80'	81'-120'	121'-160'
50	1'-50'	51'-100'	101'-150'	151'-200'
60	1'-60'	61'-120'	121'-180'	181'-240'
75	1'-75'	76'-150'	151'-225'	226'-300'
90	1'-90'	91'-180'	181'-270'	271'-360'
100	1'-100'	101'-200'	201'-300'	301'-400'

AT-7 — BOLT SPELLS ATTACK TABLE

ROLL	PLATE	LEATHER				ROLL
		CHAIN	RIGID	SOFT	NONE	
01-02 UM	F	F	F	F	F	01-02
03-10	F	F	F	F	F	03-10
11-20	F	F	0	0	0	11-20
21-35	0	0	0	0	0	21-35
36-40	1	0	0	0	0	36-40
41-45	2	1	0	0	0	41-45
46-50	3	1	0	1	0	46-50
51-55	4	2	1	1	0	51-55
56-60	5	2	2	2	0	56-60
61-65	6	3	4	3	8A	61-65
66-70	7A	4	5	4A	10A	66-70
71-75	7A	5A	6	5A	11B	71-75
76-80	8A	6A	7A	6B	12B	76-80
81-85	8A	7A	8A	7B	13B	81-85
86-90	9A	8A	9B	8B	14B	86-90
— MAXIMUM RESULTS FOR SHOCK BOLTS —						
91-95	9A	9B	10B	10B	15C	91-95
96-100	10A	10B	11B	12C	16C	96-100
101-105	10B	11B	12C	14C	18C	101-105
106-110	11B	12C	13C	16C	20C	106-110
— MAXIMUM RESULTS FOR WATER BOLTS —						
111-115	12B	13C	14C	18C	22D	111-115
116-120	12C	14C	15C	20D	24D	116-120
121-125	13C	15C	16D	22D	26E	121-125
126-130	14C	16D	17D	24E	28E	126-130
— MAXIMUM RESULTS FOR ICE BOLTS —						
131-135	15C	17D	18E	26E	30E	131-135
136-140	16D	18D	19E	28E	32E	136-140
141-145	17D	20E	20E	30E	34E	141-145
146-150	18E	22E	22E	31E	36E	146-150
— MAXIMUM RESULTS FOR FIRE AND LIGHTNING BOLTS —						
TARGET MODIFICATIONS:						
- Agility bonus.						
-10 to -60 if target takes cover (maneuver roll and GM decision).						
-20 if target has shield that is facing attack.						

AT-8 — BALL SPELLS ATTACK TABLE

ROLL	PLATE	CHAIN	LEATHER			ROLL
			RIGID	SOFT	NONE	
01-04 UM	F	F	F	F	F	01-04
05-08	F	F	F	F	F	05-08
09-12	0	0	0	0	1	09-12
13-16	0	0	0	0	2	13-16
17-20	1	0	0	0	3	17-20
21-24	2	1	0	0	4	21-24
25-28	3	2	1	0	5A	25-28
29-32	4	3	2	0	6A	29-32
33-36	5A	4	3	1	7A	33-36
37-40	6A	5A	4	2	8A	37-40
41-44	7A	6A	5A	3	9A	41-44
45-48	8A	7A	6A	4	10B	45-48
49-52	9A	8A	7A	5	11B	49-52
53-56	10B	9A	8A	6A	12B	53-56
57-60	11B	10B	9A	7A	13B	57-60
61-64	12B	11B	10B	8A	14B	61-64
65-68	12B	11B	10B	9A	15C	65-68
69-72	13B	12B	11B	10A	16C	69-72
73-76	13C	12B	11B	10A	17C	73-76
77-80	14C	13C	12B	11B	18C	77-80
81-84	14C	13C	12C	11B	19C	81-84
85-88	15C	14C	13C	12B	20C	85-88
89-92	15C	14C	13C	12B	21C	89-92
93-96	16C	15C	14C	13C	22C	93-96
97-99 UM	19D	18D	17D	16D	28D	97-99
100 UM	22E	21E	20E	19E	34E	100

TARGET MODIFICATIONS:

- Agility bonus, if aware that the spell is about to take effect.

OR

-10 to -80 if target takes cover (maneuver roll and GM decision).

NOTE: An F indicates spell failure and requires a spell failure roll (see Table FT-3).

ATTACKER MODIFICATIONS:

- + -- Attacker's Base Spells offensive bonus.
- -- Spell's level.
- + -- 20 if target is at the center point that the caster chooses for spell effect.
- + 20 -- If caster spent 4 rounds preparing spell.
- + 10 -- If caster spent 3 rounds preparing spell.
- + 0 -- If caster spent 2 rounds preparing spell.
- 15 -- If caster spent 1 round preparing spell.
- 30 -- If caster spent 0 rounds preparing spell.

MISCELLANEOUS: (GM decision or special item, spell or ability).

UM = Unmodified roll.

RANGE MODIFICATIONS:

- + 35 — 0' to 10'
- 0 — 11' to 50'
- 25 — 51' to 100'
- 40 — 101' to 200'
- 55 — 201' to 300'
- 75 — 301' and up

CST-3 — SPELL STATISTICS TABLE

SPELLS	PRIMARY CRIT	SECONDARY CRIT	SPECIAL MODIFICATIONS
Shock Bolt	EL	—	+ 10 OB against chain and plate.
Water Bolt	IM	—	-10 OB against plate and rigid leather.
Ice Bolt	IM	CO	-5 OB against plate and rigid leather.
Fire Bolt	HE	—	
Lightning Bolt	EL	IM	+ 10 OB against chain and plate.
Cold Ball	CO	—	
Fire Ball	HE	—	

PRIMARY CRIT — The type of critical delivered by the spell; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

HE — Heat critical. **CO** — Cold critical. **EL** — Electricity critical, **IM** — Impact critical.

SECONDARY CRIT — If a critical higher than a "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g. and "E" result delivers a "C" secondary critical, a "C" delivers an "A"). Only one critical roll is made.

	CT-6 – HEAT CRITICAL TABLE	CT-7 – COLD CRITICAL TABLE	CT-8 – ELECTRICITY CRITICAL TABLE	CT-9 – IMPACT CRITICAL TABLE
49–05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06–20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: stunned 1 round.	Light charge. +3 hits. If metal armor: stunned 1 round.	Grazing shot. +5 hits.
21–35	Minor burns. +8 hits. 1 hit per round.	Frosty "burn". +7 hits. 1 hit per round.	Explosion of light. Stunned 1 round.	Staggered by strike to side. +10 hits. Stunned 1 round.
36–50	Blinded by hot smoke. +12 hits. Stunned 1 round.	Mild frostbite. +5 hits. 2 hits per round and -10 to activity.	Medium charge. +6 hits. -5 to activity. If metal armor: stunned 2 rounds.	Strike to shoulder. Spun about. Reel backwards 10 feet. +12 hits. If no armor: stunned 2 rounds.
51–65	Clothing catches on fire. +12 hits. Takes 2 rounds to extinguish the fire. 8 hits each round afire.	Cold strike to back. +9 hits. 2 hits per round. Stunned 2 rounds. All wood on back is useless and brittle.	Heavy charge. +9 hits. -10 to activity. Stunned 1 round. If metal armor: stunned 3 rounds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rounds.
66–79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. +10 hits.	Low blast. Stunned 1 round. Any foot covering destroyed. If no foot covering: frostbite, -30 to activity.	Strike to shield arm. +12 hits. -20 to activity. If metal armor and no shield: knocked out for 1 day.	Blast to shield arm. +10 hits. Shield is smashed and useless. If no shield: arm broken, stunned 3 rounds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per round. If no helm: a 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rounds.
81–86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per round. Stunned 1 round.	Strike to leg. Knocked down. Stunned for 3 rounds. If no leg armor: frostbite, lower leg useless and -40 to activity.	Strike to weapon arm. Muscle and cartilage mangled. Arm useless. 2 hits per round. Stunned 6 rounds.	Blow to upper leg. Muscles torn. +15 hits. -10 to activity. If no leg armor: -20 to activity and stunned 3 rounds.
87–89	Strike to head. Blinded for 6 rounds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rounds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rounds before dying.	Blast to collar area. +12 hits. Stunned 5 rounds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rounds. Skull and brain are brittle and lifeless.	Head strike. If leather helm: it is destroyed and a 2 week coma results. If not: dies instantly as brain is fried.	Strike to neck. Paralyzed from the shoulders down. +20 hits. A melancholy mood descends on victim.
91–96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rounds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per round. -30 to activity. Stunned for 4 rounds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to activity. Stunned 9 rounds.
97–99	Upper leg burn. Use of leg lost due to tissue destruction. 3 hits per round. -60 to activity. Stunned for 6 rounds.	Side strike freezes and shatters pelvis. Dies in 12 rounds due to shock and nerve damage.	Electrifying experience. Brain falls victim to massive shock and surface burns. Passes out and dies in 6 rounds.	Strike abdomen. +18 hits. Stunned 12 rounds. If no abdomen armor: dies in 6 rounds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin with clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Nervous system acts as a superconductor. Sad instant death provides all witnesses with a fine light show.	Blast to head fractures skull. A 3 week coma results. If no helm: dies immediately.
101–106	Blast to leg. 2 hits per round. -20 to activity. If no leg armor: massive tissue damage, -70 to activity.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per round. Stunned for 5 rounds.	Strike to face. Loses nose. Stunned 8 rounds. Blinded for 2 weeks. If no helm: knocked down as well.	Blow to jaw. Jaw broken. Cannot speak or eat solid food until healed. +15 hits. -10 to activity. Stunned 7 rounds.
107–109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rounds due to massive shock and brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rounds of shock and suffocation.	Chest strike destroys heart and lungs. If metal chest armor: it is fused, and dies in 6 rounds. If not: dies instantly.	Blow to side. Bone is driven into kidneys, dies in 6 rounds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rounds.	Head is no longer available for use. Smoke and ozone surround the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111–116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rounds. If no chest armor: knocked down, 6 hits per round.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rounds due to a cold, cold heart.	Abdomen strike. Stunned 7 rounds. 6 hits per round. If no armor over abdomen: dies of shock and bleeding in 12 rounds.	Spun by blow. Knocked down. Breaks both arms. -60 to activity. Stunned 3 rounds.
117–119	Fire engulfs body. All organic material on body destroyed. Dies of shock and nerve damage in 6 rounds. +25 hits.	Frozen into a lifeless statue - well preserved, but quite dead.	Chest strike destroys both lungs. Cut in half. Charge extends 10 feet giving an "A" critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Direct hit, fine punch.
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the ground.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.
	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: 20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical	Modifications: -20 – "A" critical -10 – "B" critical +0 – "C" critical +10 – "D" critical +20 – "E" critical