

# Armor Hits stopped \_\_\_\_\_\_ DX adjustment \_\_\_\_\_ Cost \_\_\_\_\_ Weight (lbs.) \_\_\_\_\_ MA maximum \_\_\_\_\_ Notes \_\_\_\_\_

Shield/Defense

Hits	1	2	3	4	(5)	6	7	8	9	10	11)	12	(13)	14)	(15)	16)	17)	18	19	20	Ma	na	1	2	3	4	(5)	6	7	8	9	(1
Fatigue	1	2	3	4	(5)	6	7	8	9	10	11)	12	13	(14)	<b>(15)</b>	16)	17)	18)	19	20	11)	12)	(13)	14)	(15)	16	17)	18)	19	20	21)	2

Weapons

Weight (lbs.)

Notes -

# **Rolling To Hit**

When a figure attacks, the player states which enemy is being attacked. He then rolls 3 dice to see whether or not he hit the enemy. To hit, a figure must roll its adjusted DX or less on 3 dice.

### ROLL RESULT

- 3 All weapons: triple damage Missile Spells: triple damage Thrown, Creation Spells: automatic hit
- 4 Same as for 3 above, double damage, not triple
- 5 Automatic hit
- 6-15 If less than or equal DX, then hit
- All weapons: automatic miss
   Missile Spells: target missed, Spell continues in line
   Thrown, Creation, Special Spells:
   1 ST, no effect
- 17 Unarmed/natural attacks: miss, 1d damage to self All weapons: miss, drop weapon Missile Spells: full ST and Spell fails Thrown, Creation Spells: 1 ST, no effect
- 18 Unarmed/natural attacks: miss, 1d damage to self All weapons: miss, weapon breaks Missile Spells: Full ST cost, no effect, and caster falls prone

# **Rolling To Miss**

ROLL RESULT

3 Automatic miss

4-13 If less than your DX, you missed.
If equal to your DX, you missed.
If more than your DX, full damage if figure is an ally.

- 14 Automatic hit
- 15 Hit and double damage
- 16 Hit and triple damage
- 17 Drop weapon
- 18 Weapon breaks

## **ENGAGED or DISENGAGED**



Facing determines which figures are ENGAGED. A one-space figure is engaged an armed enemy is in one of its front (F) spaces. If a figure is directly behind a foe, the front figure is engaged, but the rear one is not.

Figures may only attack front spaces.

Attacks from side (S) spaces are made at +2adjDX.

Attacks from rear (R) spaces are made at +4adiDX.

Wastasta	
Weapon	
Damage	
Minimum ST	
Cost	
Weight (lbs.)	
Notes	***
Weapon	1
Damage	
Minimum ST	
Cost	

# **Options for Disengaged Figures**

- a MOVE up to its full MA
- b CHARGE ATTACK. Move up to 1/2 MA and attack
- c DODGE. Move up to half its MA while dodging
- d DROP. Move up to 1/2 MA and drop to prone/kneeling
- e1 READY NEW WEAPON. Move up to 2 hexes and ready
- e2 PICK UP AND READY a dropped weapon/shield
- f MISSILE WEAPON ATTACK. Move up to I hex and/or drop to prone/kneeling fire a missile
- g STAND UP. Rise from prone/kneeling, or crawl 2 hexes
- h CAST SPELL. Move up to 1 hex and attempt a spell
- i DISBELIEVE. Move up to 1 hex and attempt to disbelieve

## **Options for Engaged Figures**

- j SHIFT AND ATTACK. Shift up to 1 hex and attack
- k SHIFT AND DEFEND. Shift up to 1 hex and defend
- I ONE-LAST-SHOT MISSILE ATTACK.
- m CHANGE WEAPONS. Shift up to 1 hex and ready weapon n DISENGAGE. See p. 106
- o ATTEMPT HTH. Move onto enemy hex and attack
- p STAND UP. Same as g above.
- q PICK UP DROPPED WEAPON. In your or adjacent hex
- CAST SPELL. Shift up to 1 hex and attempt a spell.
- s DISBELIEVE. Same as i above.

## **Options for Figures in HTH Combat**

- t HTH ATTACK. Hit enemy in the same hex
- u ATTEMPT TO DRAW DAGGER. Roll 3/DX to succeed.
- v ATTEMPT TO DISENGAGE. Requires a roll. See p. 117