

ATTACK MATRIX FOR MELEE ATTACKS AGAINST ARMURED OPPONENTS

Weapon	Length	Space		Speed	Opponent's AC															
		Required	Speed		0	1	2	3	4	5	6	7	8	9	10	S/M	L			
Aklys	c. 2'	2	4 (+1)	28	26	24	22	20	18	16	15	13	12	10	1d6	1d3				
Axe, Battle	c. 4'	4	7	26	24	22	20	18	17	15	14	12	11	9	1d8	1d8				
Axe, Hand	c. 1.5'	1	4	26	24	22	20	19	17	15	14	12	11	10	1d6	1d4				
Bardiche	c. 5'	5	9	24	22	21	19	17	16	14	13	11	10	8	2d4	3d4				
Bec de Corbin	c. 6'	6'	9	19	18	17	16	15	16	15	14	13	12	12	1d8	1d6				
Bill-Guisarme	c. 8'+	2'	10	21	20	19	18	17	16	15	14	12	12	11	2d4	1d10				
Bo Stick	c. 5'	3'	3	34	31	28	25	22	19	16	14	12	12	8	1d6	1d3				
Caltrop	n/a	n/a	n/a	29	27	25	23	21	19	17	15	13	11	9	1	1-2				
Club	c. 3'	1'-3'	4	28	26	24	22	20	18	16	15	13	12	10	1d6	1d3				
Dagger	c. 15"	1'	2	25	24	22	21	19	18	15	14	12	11	8	1d4	1d3				
Fauchard	8'+	2'	8	24	23	21	20	18	17	15	14	13	13	12	1d6	1d8				
Fauchard-Fork	8'	2'	8	23	22	20	19	18	16	15	14	12	12	10	1d8	1d10				
Fist or Open Hand	2'+	n/a	1	30	28	26	23	20	17	15	14	11	12	7	var.	var.				
Flail, Footmans's	c. 4'	6'	7	18	17	17	16	16	14	14	13	12	11	12	1d6+1	2d4				
Flail, Horsemans's	c. 2'	4'	6	21	20	19	18	17	16	15	13	12	11	11	1d4+1	1d4+1				
Fork, Military	7'+	1'	7	24	23	21	20	18	16	15	13	12	12	10	1d8	2d4				
Garrot	c. 3'	1.5'	2	21	20	19	18	17	16	15	14	13	12	11	1d4	1d6				
Glave	8'+	1'	8	23	22	20	19	17	16	15	14	13	12	11	1d6	1d10				
Glave-Guisarme	8'+	1'	9	23	22	20	19	17	16	15	14	13	12	11	2d4	2d6				
Guisarme	6'+	2'	8	24	23	21	20	18	17	15	14	13	13	12	2d4	1d8				
Guisarme-Voulge	7'+	2'	10	23	22	20	19	17	15	14	13	13	12	11	2d4	2d4				
Halberd	5'+	5'	9	21	19	18	17	16	14	13	12	12	11	11	1d10	2d6				
Harpoon	6'-8'	1.5'	6	24	22	21	19	18	17	15	14	13	12	11	2d4	2d6				
Hammer, Lucern	5'+	5'	9	21	19	18	17	15	14	13	13	12	12	11	2d4	1d6				
Hammer	c. 1.5'	2'	4	21	20	19	17	17	15	15	14	13	12	11	1d4+1	1d4				
Hook Fauchard	8'+	2.5'	9	24	23	21	20	18	17	15	14	13	12	12	1d4	1d4				
Jo Stick	c. 3'	2'	2	31	29	27	24	21	18	16	14	12	12	9	1d6	1d4				
Knife	c. 1'	1'	2	27	25	24	22	20	18	16	14	12	11	8	1d3	1-2				
Lance (Light)	10'	1'	6	24	23	21	20	18	16	15	14	13	12	11	1d6	1d8				
Lance (Medium)	12'	1'	7	22	20	19	17	16	15	14	14	13	12	11	1d6+1	2d6				
Lance (Heavy)	c. 14'	1'	8	17	16	16	15	15	14	13	13	12	12	11	2d4+1	3d6				
Mace, Footman's	c. 2.5'	4'	7	19	18	18	17	17	16	15	14	13	11	10	1d6+1	2d6				
Mace, Horseman's	c. 1.5'	2'	6	19	18	18	17	17	16	15	14	13	12	11	1d6	1d4				
Man Catcher	8'+	2.5'	7	21	20	19	18	17	16	15	14	14	14	14	1-2	1-2				
Morning Star	c. 4'	5'	7	21	20	19	17	16	15	14	13	12	10	9	2d4	1d6+1				
Partisan	7'+	3'	9	21	20	19	18	17	16	15	14	13	12	11	1d6	1d6+1				
Pick, Footman's	c. 4'	4'	7	18	17	17	16	16	15	15	15	14	13	13	1d6+1	2d4				
Pick, Horseman's	c. 2'	2'	5	19	18	18	17	16	15	15	14	14	13	12	1d4+1	1d4				
Pike, Awl	18'	1'	13	22	21	20	18	17	16	15	14	13	13	13	1d6	1d12				
Ranseur	8'+	1'	8	24	23	21	19	18	16	15	14	13	12	10	2d4	2d4				
Sap	.5'	1'	2	35	33	31	28	25	22	20	18	16	14	11	1-2	1-2				
Scimitar	c. 3'	2'	4	25	23	22	20	19	17	15	14	12	11	8	1d8	1d8				
Spear	5'-13'+	1'	6-8	23	22	21	19	18	17	15	14	13	12	11	1d6	1d8				
Spetum	8'+	1'	8	23	22	21	19	17	16	15	14	13	11	9	1d6+1	2d6				
Spiked Buckler	1'	2'	4	28	26	24	22	20	18	16	14	13	12	9	1d4	1d3				
Staff, Quarter	6'-8'	3'	4	30	28	26	23	20	17	15	14	12	11	10	1d6	1d6				
Sword, Bastard	c. 4.5'	4'+	6	21	20	19	18	16	15	14	13	12	11	11	2d4	2d8				
Sword, Broad	c. 3.5'	4'	5	26	24	22	20	18	16	15	13	12	11	9	2d4	1d6+1				
Sword, Falchion	c. 3.5'	3.5'	5	24	22	21	19	17	15	14	13	12	12	11	1d6+1	2d4				
Sword, Khopesh	c. 3.5'	4'	9	28	26	24	22	19	17	15	14	12	11	9	2d4	1d6				
Sword, Long	c. 3.5'	3'	5	25	23	21	19	17	16	15	14	13	11	9	1d8	1d12				
Sword, Short	c. 2'	1'	3	26	24	22	20	18	16	15	14	12	12	9	1d6	1d8				
Sword, Two-handed	c. 6'	6'	10	19	18	17	16	15	14	12	11	10	11	11	1d10	3d6				
Trident	4'-8'+	1'	6-8	25	23	22	20	18	17	15	14	12	12	10	1d6+1	3d4				
Voulge	8'+	2'	10	23	22	20	19	17	15	14	13	13	12	11	2d4	2d4				
Whip	8-20'	8'-20'	5-8	35	32	29	26	23	20	17	15	12	12	8	1-2	1				

Combat Levels

Cleric	CL
1-3	1
4-6	3
7-9	5
10-12	7
13-15	9
16-18	11
19+	12

Magic User

Cleric	CL
1-5	0
6-10	2
11-15	5
16-20	8
21+	10

Thieves

Cleric	CL
1-4	0
5-8	2
9-12	5
13-16	7
17-20	9
21+	11

Monsters

Cleric	CL
<1-1	0
1-1	1
1	2
1+	3
2-3+	5
4-5+	6
6-7+	8
8-9+	9
10-11+	11
12-13+	12
14-15+	13
16-17+	14
18-19+	16
20-21+	17
22-23+	18
24-25+	19
26+	20

Armour Type Base Class

No Armour	10
Shield	9
Leather or Padded	8
Studded Leather or Ring	7
Scale Mail	6
Chain Mail	5
Splint or Banded Mail	4
Plate Mail	3
Field Plate	2
Full Plate	1

Shield reduces class by 1
or is treated as +1 (see text)

ATTACKS VERSUS NATURAL ARMOUR OR WITH NATURAL WEAPONS

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11

ATTACK MATRIX FOR MISSILE ATTACKS AGAINST ARMoured OPPONENTS

Weapon	Rate	S	M	L	0	1	2	3	4	5	6	7	8	9	10	S/M	L
Aklys (hurled)	1	10'	—	—	29	27	25	23	21	19	17	15	13	12	11	1d6	1d3
Atlatl (javelin)	1	3	6	9	27	25	23	21	19	17	15	14	12	11	9	1d6	1d6
Axe, Hand	1	1	2	3	27	25	23	21	19	17	16	14	13	12	10	1d6	1d4
Blowgun Needle	2	1	2	3	35	32	29	26	23	20	17	15	14	11	9	1	1
Bow, Composite, Long	2	6	12	21	25	23	21	19	17	16	14	12	11	9	8	1d6	1d6
Bow, Composite, Short	2	5	10	18	25	24	22	21	18	16	14	12	11	10	8	1d6	1d6
Bow, Long	2	7	14	21	23	21	20	18	17	15	13	11	10	9	8	1d6	1d6
Bow, Short	2	5	10	15	28	26	24	22	18	16	15	13	11	10	9	1d6	1d6
Club	1	1	2	3	30	28	26	23	20	18	16	15	14	12	11	1d6	1d3
Crossbow, Hand	1	2	4	6	27	24	21	19	17	16	15	13	11	10	8	1d3	1-2
Crossbow, Light	1	6	12	18	24	22	21	19	17	16	14	12	10	9	8	1d4	1d4
Crossbow, Heavy	.5	8	16	24	23	21	20	18	16	14	12	11	9	8	7	1d4+1	1d6+1
Dagger	2	1	2	3	28	26	24	22	20	18	16	15	13	12	10	1d4	1d3
Dart	3	1.5	3	4.5	28	26	24	22	20	18	16	14	12	12	10	1d3	1-2
Hammer	1	1	2	3	25	23	21	19	17	16	15	14	13	12	10	1d4+1	1d4
Harpoon	1	1	2	3	27	25	23	21	19	17	15	14	13	12	10	2d4	2d6
Javelin	1	2	4	6	28	26	24	22	20	18	16	14	12	12	10	1d6	1d6
Knife	2	1	2	3	29	27	25	23	21	19	17	15	13	12	10	1d3	1-2
Lasso	.5	10'	15'	20'	12	12	12	12	12	12	12	12	12	12	12	—	—
Sling (bullet)	1	5	10	20	24	23	21	20	18	16	15	14	11	11	8	1d4+1	1d6+1
Sling (stone)	1	4	8	16	28	26	24	22	19	17	15	14	11	11	8	1d4	1d4
Spear	1	1	2	3	25	24	22	21	19	18	16	14	13	12	11	1d6	1d8
Staff Sling (bullet)	.5	—	3-6	9	26	24	22	20	18	16	15	14	13	12	11	2d4	2d4+1
Staff Sling (stone)	.5	—	3-6	9	27	25	23	21	19	17	15	14	13	12	11	1d8	2d4

Modify above for range – (Specialists only: Point blank (<30'): -2 Short: -1) Medium Range: +2 Long Range: +5

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13-15	9
16-18	11
19+	12

Magic User

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16-20	8
21+	10

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4-5+	6
6-7+	8
8-9+	9
10-11+	11
12-13+	12
14-15+	13
16-17+	14
18-19+	16
20-21+	17
22-23+	18
24-25+	19
26+	20

ATTACKS VERSUS NATURAL ARMOUR OR WITH NATURAL WEAPONS

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11

USING THESE TABLES

Introduction

These tables are a re-stating of the ones in the **DUNGEON MASTERS GUIDE** and the **PLAYERS HANDBOOK**, combining the standard combat tables with the Weapon Versus Armour tables with the objective of making it easier to use the differing abilities of weapons to penetrate armour in play. The result is easier than using weapon-effects with the standard tables, not least because only one table needs to be referenced, but still not quite as easy as simply ignoring them.

None of these suggested changes to procedure have any effect on the actual probability of a hit as calculated from the published sources.

Combat Level

When using these tables, players need to make attack rolls by rolling 1d20 as usual and then adding their **combat level** to the result. Each class has a basic combat level based on the character's level of experience. For fighters this is simply the character's actual level, while other classes can find their base combat level on the tables provided here. To this basic level is added any "to hit" bonus which is automatic, such as strength bonuses (or penalties, of course).

If the character has any bonuses or penalties which are specific to the weapon they are using, including specialisation, then that information is recorded with the weapon as a separate CL value from the character's general one. This value obviates the need to have a long list of "Vs AC" values beside every weapon.

e.g., An 8th-level fighter with 18/12 strength, a +3 broad sword in which he is doubly specialised and a specially made 18/12 longbow in which he is singly specialised would have a basic CL of 9 with any melee weapon he is proficient with (8 plus 1 for strength to-hit bonus), and 7 in others (-2 non-proficiency penalty). With the longbow his CL goes up to 11 at point-blank, and when using his magic sword his CL would be a grand total of 15 (8 plus 1 for strength, plus 3 for the magic, plus 3 for double specialisation).

A similarly equipped cleric of the same level would have a base CL of 6 (5 + 1 for non-exceptional 18 strength), dropping to 3 for non-proficient weapons. Their bow use would always be at the same level as their general CL since a cleric can not specialise, and s/he would wield the magic broadsword at

a CL of 6 (since clerics can not be proficient with broadswords the magic bonus simply balances the non-proficiency penalty).

Armour Class

Using this system worn armour class is recorded as *Armour Type* and a modifier based on bonuses or penalties. For example, a character using plate-mail with a +1 shield with a +1 dexterity bonus would have an armour class of "AC 2+2". This extra notation is more than is needed for the basic combat system as printed in the **DUNGEON MASTERS GUIDE** when not using weapon and armour modifiers but is possibly slightly less extra notation than is needed when using the modifiers from the **PLAYERS HANDBOOK**.

Resolving an Attack

When an attack is made using this system the DM consults the extended attack matrix for the type of attack (melee or missile) to find the base number that the attacker needs based on the *armour type*. This is then modified by any bonuses or penalties associated with the armour. The attacker then rolls 1d20 and adds the *combat level* for the weapon in use to the result, *with an additional bonus of +5 if a natural 20 is rolled*. If this total is equal to or greater than the number derived from the target's armour then a hit has occurred and damage etc. proceeds as normal.

e.g., The fighter from the previous example is attacking a cleric in the AC 2+2 plate and shield armour mentioned above using his longbow, at long range. The DM looks on the missile matrix for longbow Vs AC 2 and finds that the base "to hit" number is 20. Adding 2 for the special defences and 5 for long range gives a target value of 27, which does not need to be revealed to the player. The player rolls a 14, adds their CL of 11 and announces the total of 25 to the DM—a miss.

Monsters' Armour

Unless the DM wishes to assign armour types to monsters on a case by case basis, the attack matrix for natural armours is used, giving essentially the same chances to hit as the **DUNGEON MASTERS GUIDE**.

Many DMs like the idea of applying modifiers to at least some monsters - dragon's scales, flesh golem's...er, flesh, and rhino-like creature's thick leathery skin - but the DM must decide on a case-by-case basis.

It may or may not be worth remembering that AC 10 was introduced after the **THE MONSTER MANUAL** went to press and the armour values there are all off by 1 - orcs are listed as AC 6 but that actually represents leather and shield, not ring and shield, or scale mail and should be AC 7.

The Shield Problem

One criticism of the entire idea of weapon Vs armour as presented in **PLAYERS HANDBOOK** and **UNEARTHED ARCANA** is that the mixing of the shield with armour makes a single number meaningless in most cases other than AC 8, 9, and 10. For example, AC 5 is chainmail or scale mail and shield. A quarterstaff gets a penalty of -1 against chain, no penalty against scale and a bonus of +1 against a shield on its own. Should it really get a -1 against scale and shield combined?

One solution to this is to treat a shield in combination with body armour as just another +1 to the number needed to hit.

A shield on its own is still classed simply as armour type 9 while armour type 2 (if not using **UNEARTHED ARCANA** armours) or armour type 0 (if using **UNEARTHED ARCANA** armours) is no longer used.

This means that scale and shield would be recorded as "6+1" instead of "5" and a quarterstaff's target score would be 16 instead of 17.

Similarly, if one wanted to use WvA for a dragon's scales, instead of a red dragon (normally plain AC -1) being recorded as "0+1", which is full-plate and shield +1, it would be recorded as "1+2", which is full-plate +2. A heavy lance needs 18 to hit either, but a long sword needs 26 to hit the former and 25 to hit the latter.

Automatic Hits

It is up to the DM to decide if a roll of 1 always misses or if the guidelines in "Isle of the Ape" are to be followed. In the latter case, if the attacker's base CL is greater than the target's modified "to hit" value, the attack automatically strikes and does one point of additional damage for every point the base CL exceeded the target score.

e.g., The above 8th level fighter attacks an opponent wearing only normal clothes and no dexterity bonus using a heavy crossbow. For a heavy crossbow the target score is 7 at short range, which is 1 less than the fighter's normal missile CL of 8. The attack will automatically hit and will do 1 point of extra damage.

Similarly, a 26+HD monster such as Dispater (CL 20) would automatically strike a character in normal plate mail (AC 3, to-hit 18) and do two points of extra damage, assuming no dexterity or other defensive bonuses.

Very Poor ACs

Armour class 10 is the lowest possible armour class regardless of all other factors except curses and cursed items. To reflect this, no net penalty is normally applied which would take the target score below that listed for armour type 10.

This means that "AC10-2", for example, is treated the same as "AC10-1" or "AC10" and a longbow has a base roll of 8 to hit all three.

The penalty is still recorded in case there is some other bonus which later applies which must then first overcome the penalty.

e.g., A character with a dexterity of 4 is wearing no armour; s/he is AC10-3. All weapons use the AC10 column to determine the base number needed to strike this character. If the character is standing behind 50% cover, then his/her armour class will change to AC10+1 since the bonus of +4 to armour class is mostly negated by the character's hopeless dexterity.

Note on accuracy

This document aimed not to change anything from the official rules. However, it does in fact switch the speed values for the light and medium lance around, which seems to have been an error in the original printing.

It also gives the lasso a set of ranges which match the length of the weapon. This too was never fixed officially.

Thanks

Thanks to MOTP on dragonsfoot.org for feedback.