ATTACK MATRIX FOR MELEE ATTACKS AGAINST ARMOURED OPPONENTS

Weapon	Length	Space 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

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

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

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

Monsters	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)

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

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

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

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

Monsters	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

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 18/62 strength, a +3 broad sword in which he is doubly specialised and a specially made 18/62 longbow in which he is singly specialised would have a base CL of 10 with any weapon he is proficient with, and 8 in others. With the longbow his CL goes up to 12 and when using his magic sword his total CL would be 16 (8 plus 2 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 (only +1 for non-exceptional 18 strength), dropping to 3 for non-proficient weapons. Their bow use would 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 9.

Armour Class

Using this system "human" 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 21. Adding 2 for the special defences and 5 for long range gives a target value of 28, which does not need to be revealed to the player. The player rolls a 14, adds their CL of 12 and announces the total of 26 to the DM—a miss.

The Non-Shield System

An extension of the idea presented here is that, because the armour types overlap, for example, chain and shield with banded mail, the tables become confused. 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** rules) or armour type 0 (if using **UNEARTHED ARCANA**) is no longer used.

Some DMs may find this system more "realistic" than the standard one.

e.g., In the non-shield system the above cleric would be treated as AT 3+3 instead of 2+2. The base "to hit" for a longbow against armour type 3 (platemail) is 19; adding 2 for the +1 shield and 1 for dexterity brings the "to hit" for the cleric to 22 and adding the 5 for long range gives a total under this system of 27—one worse (for the cleric) than the "with shield" system.

Natural 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**.

As an example of what one might do, a Red Dragon's AC of -1 could be converted to AC 1+2. This would have a dramatic effect on the usage of normal weapons on such targets, with the required roll for a longsword going from 22 to 27 (25+2), for example, while a heavy lance would go from the same 22 down to 20.

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. The attack will automatically hit and will do 1 point of extra damage. If the target had a dexterity of 15 then the modified "to-hit" score would have been equal to or higher than the fighter's base CL and so no bonus damage would accrue to any strike, even if it was still an automatic hit due to other factors such as strength, specialisation, magic weapon bonuses, etc.

Similarly, a 26+HD monster such as Dispater would automatically strike a character in normal plate mail (AC 3) 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 nett 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.