

# Hit Probability Chart

## Basic Chance to Hit

Character	Weapon Skill
Peasant	25%
Militia	35%
Yeoman	50%
Man at Arms	65%
Mercenary	60%
Knight	75%
Gladiator	variable: 25-85%
Animal	Attack Rating or 65%
Monster	Attack Rating or 65%

## Melee Combat

Target Size	Modifier
Tiny	- 50%
Small	- 25%
Medium	0
Large	+ 25%
Huge	+ 50%

Weapon Type	Modifier
One Handed: Two-Handed Sword	- 35%
One Handed: Hand & Half Sword	- 20%
One Handed: Two-Handed Polearm	- 35%
One Handed: Hand & Half Polearm	- 20%

Situation	Modifier
Flank Attack	+ 15%
Rear Attack	+ 25%
Surprised Target	+ 25%
Fast Drawn Weapon	- 25%
Left-Handed Weapon	- 50%
Underwater (thrust only)	- 35%
Cannot See Target	- 50%
Rider Attacking on the Move	- 25% / attack
Confusion Factor (multiple attackers)	- 25%

Combat Actions	Modifier
Feint (Attacker / Defender)	- 10% / -25%
Strike & Parry or Parry & Strike	- 25%
Strike & Dodge	- 25%
Multiple Parry (cumulative)	- 10% each
Parry Head Strike	+ 25%
Movement Penalty	0 to -30%

## Movement

Speed	Distance	Inches	Bonus	Fatigue*	Penalty
Walk	10 feet	2"	0"	0 (1)	-
Jog	15 feet	3"	± 1"	1 (2)	- 10
Run	20 feet	4"	± 1- 2"	2 (4)	- 20
Sprint	40 feet	8"	± 1- 4"	5 (10)	- 30

\* The second number is the rate while encumbered.

## Horse Movement

Gait	Riding Horse	War Horse	Race Horse	Fatigue*
Walk	3"	3"	3"	0 (0)
Trot	6"	5"	8"	1 (2)
Canter	9"	8"	12"	2 (4)
Gallop	18"	16"	24"	5 (10)
Back Up	2"	2"	2"	0 (0)

\* Rider fatigue. The second number is for encumbered riders.

## Basic Initiative Penalties

Armament	Modifier
Weapon	- 3
Weapon & Shield	- 6

## Shooting

Target Size	Modifier
Tiny	- 50%
Small	- 25%
Medium	0
Large	+ 25%
Huge	+ 50%

Weapon Type	Modifier
Handgonne (no aiming is possible)	- 25%
Blunderbus at Point Blank Range	+ 25%

Cover	Modifier
Arrow Loop	- 90%
Battlements	- 75%
Window	- 50%
Door	- 25%
Man, Kneeling	- 5%
Man, Prone	- 15%
Shooting into Melee	- 25%

Range	Modifier
Short	0
Medium	- 25%
Long	- 50%
Extreme	- 75%

Aiming	Modifier
Aiming (+25% maximum)	+5% / round
Selective Aiming (missiles only)	- 15%
Specific Location	- 25%
Rapid Firing (quick shooting without aim)	- 25%

Atmospheric	Modifier
Shooting at Night	- 50%
Shooting at Dawn, Dusk	- 25%
Shooting through Fog, Dust Cloud	- 25%
Shooting at source of light	+ 10%
Shooting into darkness	- 25%
Movement Penalty	0 to -30%

## Size Charts

**Tiny** (Less than 12" tall)

Hits	Severity
1-2	Minor
3-5	Light
6-8	Serious
9-11	Critical
12+	Terminal

*x 1/4 weapon & falling damage*  
*x 1/4 blood loss*

**Small** (Half the size of a human)

Hits	Severity
1-3	Minor
4-7	Light
8-11	Serious
9-11	Critical
12-15	Terminal

*x 1/2 weapon & falling damage*  
*x 1/2 blood loss*

**Medium** (Human sized)

Hits	Severity
1-4	Minor
5-9	Light
10-14	Serious
15-19	Critical
20+	Terminal

*Normal damage & bloodloss*

**Large** (Elephants, Giants)

Hits	Severity
1-12	Minor
13-24	Light
25-36	Serious
37-49	Critical
50+	Terminal

*x2 weapon & falling damage*  
*x2 blood loss*

**Huge** (Dragons, Balrogs)

Hits	Severity
1-24	Minor
25-49	Light
50-74	Serious
75-99	Critical
100+	Terminal

*x 5 weapon & falling damage*  
*x5 blood loss*

## Armour Values

Material	Value	Material	Value
Linen	1	Fine Mail, Steel	14
Gambeson	2	Splint, Steel	16
Leather	3	Articulated Plate, Iron	16
Ring	4	Articulated Plate, Steel	18
Studded	5	Plate, Iron	18
Cuir-Boulli	6	Plate, Steel	20
Scale, Iron	9		
Scale, Steel	11	<b>Layering Armour</b>	
Brigandine, Steel	9	Cloth Layer (+2 layers max)	+1
Banded, Steel	13	Metallic Layer (+1 layer max)	+3
Mail, Iron	8		
Mail, Steel	10	<b>Layered Armour Values</b>	
Reinforced Mail, Iron	10	Plate, Iron + Mail	21
Reinforced Mail, Steel	12	Plate, Steel + Mail	23
Fine Mail, Iron	12	Plate, Iron + Mail + Cloth	22
		Plate, Steel + Mail + Cloth	24