THE LORD OF THE RINGS		Modifiers			Modified Attack Bonuses & Damage[1]					Defence & Armour[2]					Health, Injuries & Penalties									Special
Combat Status Sheet											TNs for Criticals													
NAME	Miniature/Token	Stamina	Swiftness	Current Initiative	Armed	Parry Bonus	Damage (incl. Str)	Ranged	Damage	Defence	Light	Medium	Severe	Damage Absorbed	Health/WL	Current WL[3]	Penalty[3]	Damage sustained in current Wound Level	Bleeding/rd	Numb rds.	Numb, no Parry	Stunned	Weariness[4] Level Penalty	Courage & Miscellaneous

1) Modified Attack bonuses include skill ranks, attribute modifiers and bonuses from edges and order abilities
2) TNs for Criticals are equal to Defence + the TN modifiers due to defender's armour as shown in Table CS 1.1, but may be modified due to attacker's weapon; Damage Absorbed includes plates and hauberk bonus
3) Wound Levels and Penalties proceed as follows: Healthy (HY -0), Dazed (DZ -1), Injured (IJ -3), Wounded (WD –5), Incapacitated (IC –7), Near Death (ND –9)
4) Weariness Levels and Penalties proceed as follows: Hale (-0), Winded (-1), Tired (-2), Weary (-4), Spent (-8), Exhausted (*)