

THE LORD OF THE RINGS COMBAT

-INITIATIVE-

Initiative: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2d6 + Swiftess bonus vs. opponent's results
Surprise attack initiative: <input type="checkbox"/> <input type="checkbox"/>	Observe skill test vs. TN 10 (plus modifiers)
Failure vs. surprise attack: <input type="checkbox"/> <input type="checkbox"/>	Lose initiative and first action in upcoming round

-MELEE COMBAT-

Armed attacking (to hit): <input type="checkbox"/> <input type="checkbox"/>	2d6 + Armed Combat bonus vs. opponent Defense
Unarmed attacking (to hit): <input type="checkbox"/> <input type="checkbox"/>	2d6 + Unarmed Combat bonus vs. opponent Defense
Defense: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10 + Nimbleness bonus

Armed and Unarmed Melee Combat Modifiers

Attacker in advantageous position: <input type="checkbox"/> <input type="checkbox"/>	+1 to +3 attack bonus	Defender is using a large shield: <input type="checkbox"/> <input type="checkbox"/>	-5 attack penalty
Defender in advantageous position: <input type="checkbox"/> <input type="checkbox"/>	-1 to -3 attack penalty	Defender is using a small shield: <input type="checkbox"/> <input type="checkbox"/>	-3 attack penalty
Defender prone: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+5 attack bonus	Attacker using weapon in off hand: <input type="checkbox"/>	-8 attack penalty
Defender behind cover: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	80% covered = -12 attack penalty <input type="checkbox"/> <input type="checkbox"/>	25% covered = -6 attack penalty	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	50% covered = -9 attack penalty <input type="checkbox"/> <input type="checkbox"/>	10% exposed = -3 attack penalty	

-RANGED COMBAT-

Ranged attacking (to hit): <input type="checkbox"/> <input type="checkbox"/>	2d6 + Armed Combat bonus vs. opponent Defense
Defense: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10 + Nimbleness bonus

Ranged Combat Modifiers

Point blank range (PB): <input type="checkbox"/> <input type="checkbox"/>	+2 attack bonus	Defender walking (3-6 yards per round): <input type="checkbox"/>	-2 attack penalty
Short range (S): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0 attack bonus	Defender jogging (7-12 yards per round): <input type="checkbox"/>	-4 attack penalty
Medium range (M): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2 attack penalty	Defender running (13-18 yards per round): <input type="checkbox"/>	-6 attack penalty
Long range (L): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-4 attack penalty	Defender sprinting (19-40 yards per round): <input type="checkbox"/>	-9 attack penalty
Extended range (X): <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-6 attack penalty,	Defender moving (41-80 yards per round): <input type="checkbox"/>	-12 attack penalty
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2 for every category above	Defender moving (81-160 yards per round): <input type="checkbox"/>	-15 attack penalty
Defender prone: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5 attack penalty	Defender moving (161+ yards per round): <input type="checkbox"/>	-20 attack penalty
Attacker in advantageous position: <input type="checkbox"/> <input type="checkbox"/>	+1 to +5 attack bonus	Attacker using weapon in off hand: <input type="checkbox"/>	-8 attack penalty
Defender in advantageous position: <input type="checkbox"/> <input type="checkbox"/>	-1 to -5 attack penalty	Defender is 'small' size: <input type="checkbox"/> <input type="checkbox"/>	-2 attack penalty
Defender behind cover: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	80% covered = -12 attack penalty	Defender is 'medium' size: <input type="checkbox"/> <input type="checkbox"/>	+0 attack bonus
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	50% covered = -9 attack penalty	Defender is 'large' size: <input type="checkbox"/> <input type="checkbox"/>	+2 attack bonus
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	25% covered = -6 attack penalty	Defender is above 'large' size: <input type="checkbox"/> <input type="checkbox"/>	+4 attack bonus
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10% exposed = -3 attack penalty	Defender is using a large shield: <input type="checkbox"/> <input type="checkbox"/>	-5 attack penalty
Attacker on horseback: <input type="checkbox"/> <input type="checkbox"/>	-4 attack penalty	Defender is using a small shield: <input type="checkbox"/> <input type="checkbox"/>	-5 attack penalty

-COMBAT ACTIONS-

Action <input type="checkbox"/> <input type="checkbox"/>	Modifier	Action <input type="checkbox"/> <input type="checkbox"/>	Modifier
Aim: <input type="checkbox"/> <input type="checkbox"/>	+1 bonus with armed (& un-) combat, +3 with ranged.	Parry/Block: <input type="checkbox"/>	vs. a single attack, result becomes attacker's TN to hit.
Blunt Attack: <input type="checkbox"/> <input type="checkbox"/>	Striking with flat of weapon to stun enemy, target must make a Stamina test to resist being stunned (p. 232).	Punch/Kick: <input type="checkbox"/>	Standard unarmed attack, does d6+2 damage. <input type="checkbox"/>
Charge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1 to attack, -3 to any dodge/parry attempts. Damage is x 1.5, target must resist being knocked prone. Target has +1 to hit attacker. Requires 3 yards and 2 actions.	Power Attack: <input type="checkbox"/> <input type="checkbox"/>	A powerful blow that leaves the attacker open (+2 to be hit), but with a +3 to damage. Requires two actions.
Defensive Attack: <input type="checkbox"/> <input type="checkbox"/>	A wary attack which gives -2 to character's attacks, but +2 to Swiftess for Dodge /Parry/Block attempts.	Precise Attack: <input type="checkbox"/>	+2 to the attack result roll, but -2 to damage results.
Dodge: <input type="checkbox"/> <input type="checkbox"/>	Declare before attacker rolls. Result of Swiftess check becomes the TN to be hit for all attackers in round.	Sweep: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Multi-attack, cumulative -2 per target. Attacks and damage separately; foe's successful parry ends attack. Requires two actions.
Grab: <input type="checkbox"/> <input type="checkbox"/>	Unarmed attack, target suffers -5 to actions. Attacker may throttle, hold, throw target automatically (p.229).	Trip: <input type="checkbox"/> <input type="checkbox"/>	Opposed unarmed combat test, Nimbleness vs. Nim or Swiftess to resist (no action). Target falls prone.
		Two-Handed Attack: <input type="checkbox"/> <input type="checkbox"/>	+2 to hit the attacker, but attacker gains +4 to damage. Requires two actions.

-DAMAGE-

Damage to Health: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2d6 + Weapon Damage Bonus + Strength bonus	
Calculating damage: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	When a character loses damage equal to their Health score, they drop 1 Wound level.	
Wound levels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Healthy = no effect <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Wounded = -5 to all tests
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dazed = -1 to all tests <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Incapacitated = -7 to all tests
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Injured = -3 to all tests <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Near Death = -9 to all tests