

COMBAT SEQUENCE

- 1. Players declare character movement or actions.
- 2. Initiative: 1d6 is rolled by each opposing side.
- 3. The winner of initiative acts first. The Mutant Lord may check morale for monsters.
- 4. Movements can be made.
- 5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
- 6. Mental mutations and physical mutations with a range are employed.
- 7. Physical and mental combat occurs; attack and damage rolls are made, accounting for STR and other adjustments.
- 8. Other sides act through steps 4-7, in order of initiative.
- 9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

ARMOUR CLASS

Armour Type	AC
Medium & Heavy EMA	1
Advanced Metal, LazAb or Light & Scout EMA	2
Plate-metal or PlasteX	3
Environmental Armour Metal Insert or Plastic Plate	4
Chain-mail or Ballistic Nylon	5
Studded leather	6
Leather	7
Skins/Furs or Shield only*	8
Unarmoured	9

* Using a shield reduces armour class by 1.

CHARACTER MELEE ATTACK TABLE

Attack Values: Roll 1d20 and hit the Armour Class with the listed value or higher

PC	Armour Class																			
Level	-2	-1	0	1	2	3	4	5	6	7	8	9								
0	20	20	20	19	18	17	16	15	14	13	12	11								
1-2	20	20	19	18	17	16	15	14	13	12	11	10								
2	20	19	18	17	16	15	14	13	12	11	10	9								
4	19	18	17	16	15	14	13	12	11	10	9	8								
5	18	17	16	15	14	13	12	11	10	9	8	7								
6	17	16	15	14	13	12	11	10	9	8	7	6								
7-8	16	15	14	13	12	11	10	9	8	7	6	5								
9	15	14	13	12	11	10	9	8	7	6	5	4								
10-11	14	13	12	11	10	9	8	7	6	5	4	3								
12	13	12	11	10	9	8	7	6	5	4	3	2								
13	12	11	10	9	8	7	6	5	4	3	2	2								
14	11	10	9	8	7	6	5	4	3	2	2	2								
15	10	9	8	7	6	5	4	3	2	2	2	2								
16	9	8	7	6	5	4	3	2	2	2	2	2								
17	8	7	6	5	4	3	2	2	2	2	2	2								
18	7	6	5	4	3	2	2	2	2	2	2	2								
19	6	5	4	3	2	2	2	2	2	2	2	2								

MENTAL ATTACK TABLE

Attacker's WILL Defender's WILL

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
3	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	F
4	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F
5	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F
10	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	1	19
13	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
15	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14
18	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13
19	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12
20	S	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11
21	S	S	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10

MONSTER ATTACK TABLE

Monster Attack Value or Armour Class

Monster	-2	-1	0	1	2	3	4	5	6	7	8	9
HD												
1 or less	20	20	20	19	18	17	16	15	14	13	12	11
1+ - 2	20	20	19	18	17	16	15	14	13	12	11	10
2+ - 3	20	19	18	17	16	15	14	13	12	11	10	9
3+ - 4	19	18	17	16	15	14	13	12	11	10	9	8
4+ - 5	18	17	16	15	14	13	12	11	10	9	8	7
5+ - 6	17	16	15	14	13	12	11	10	9	8	7	6
6+ - 7	16	15	14	13	12	11	10	9	8	7	6	5
7+ - 9	15	14	13	12	11	10	9	8	7	6	5	4
9+ - 11	14	13	12	11	10	9	8	7	6	5	4	3
11+ - 13	13	12	11	10	9	8	7	6	5	4	3	2
13+ - 15	12	11	10	9	8	7	6	5	4	3	2	2
15+ - 17	11	10	9	8	7	6	5	4	3	2	2	2
17+ - 19	10	9	8	7	6	5	4	3	2	2	2	2
19+ - 21	9	8	7	6	5	4	3	2	2	2	2	2
21+	8	7	6	5	4	3	2	2	2	2	2	2