

Abandoned Mind Games RPG COMBAT SHEET

1. Declare any Special Action/Intent
2. Movement (High CORD chooses movement order)
3. Ranged Attack (Roll weapon Skill or Lower, High CORD First)
4. Hand to Hand Melee (Roll weapon Skill or Lower, High CORD First)
 - a. Apply Armor/ Shield modifiers
 - b. Roll Damage (Location Roll Optional)

ACTION PER TURN

(1 Turn = 3 seconds)

- Full move = 6" (inches) / 30' (feet) / 10 Yards
10" / 50' on second turn, running on unbroken ground in a fairly straight line.
 - Attack, defend or dodge
 - Dismount & draw weapon
 - Reload weapon, ready arrow,
 - Aim and fire weapon
 - Attempt grapple and/or restrain
 - Give simple commands or hand signals
- NOTE: Actions can be combined by halving your ability to perform action. Example, Melee at 1/2 skill while moving 1/2 of movement. Round up.

MELEE MODIFIERS

Attacking From Side	+2/10%
Attacking From Back	+8/40%
From Above (mounted, on stairs)	+2/10%
From Below (reverse of above)	-2/10%
From Knocked Down Position	-5/25%
Delaying Aim 1 Turn	+3/15%
Target is not moving	+5/25%
Target behind cover	varies
Turn 180° and fire/attack	-6/30%

If using hit locations, cover is line of sight, No Modifier, Roll Location, A hit on an unexposed body part is a miss. Every situation is different and requires some thought, use modifiers per circumstance.

CRITICAL HITS AND FUMBLES

- Critical hit, player chooses double damage or ignore armor.
Fumble, roll D6 and refer to results below;
- 1= Slight stumble, defense or parry only.
 - 2= Stumble, no attack, defend at half skill.
 - 3= Serious stumble, no attack or defense.
 - 4= Dropped weapon, same as above for 2 turns.
 - 5= Hit self or nearest ally, roll to see which, and as above.
 - 6= Hit self or nearest ally for full damage, no attack or defense for 4 turns. You blew it, kill yourself and get it over with.

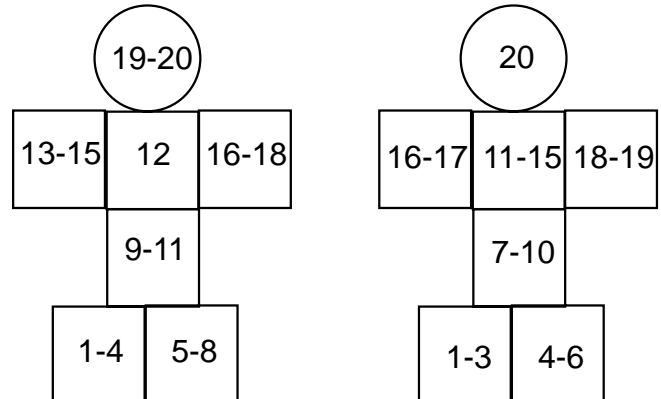
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HIT LOCATION

Melee

Missile/Ranged



DAMAGE RESULTS

Area	1/2 of Total of Body Points	Total of Body Points
Limbs	Limb is non-functional	Severed or crippled, lose 1/2 Body Points, go into shock
Torso	Serious wound roll Will Power to remain conscious Roll Body or bleed to death	Die Without first aid/healing Roll Will Power to survive after first aid
Head	Unconscious	Dead

SPECIAL HITS

Melee Skill	Critical	Fumble
D100	1-5	95 to 100
101 to 200	10 or less	96 to 100
201 to 300	15 or less	97 to 100
301 to 400	20 or less	98 to 100
401 to 500	25 or less	99 to 100
501 to 600	30 or less	100