

## C&C COMBAT SEQUENCE AND MANEUVER LIST

compiled by Aergrath

### Castles and Crusades Combat Sequence

1. **Sneak Attack** (opponent not allowed to roll initiative until round after attack)
2. Surprise
  1. Wisdom check for a side (or individuals, if preferred) for which it is ruled may be surprised.
  2. Bonus/Penalty for check from -5 to +5 recommended if needed.
  3. Mutual surprise results in a round of no actions taken.
  4. Winner gets free combat round
3. **Spell casters announce spells**<sup>1</sup>
4. Roll initiative
  1. 1d10 rolled by each participant (or side if preferred)
  2. Highest acts first.
  3. Round is 10 seconds. 6 rounds = 1 turn.
  4. Exceptions
    1. First round only
      1. weapon w/greater than 10' reach vs. weapon w/less than 6' goes first
      2. or large creature fighting medium or small creature goes first
      3. Only if shorter reach creature approaches within 10' (including charge, in which case defender penalty of -4 applies as detailed under charge)
      4. Counts as the action for the creature with longer reach.
      5. Most weapons including most pole arms are under 10'. Exceptions are the Heavy Lance (12'), Pike (10-14'), some pole-axes.
5. Take a combat action
  1. Attack
    1. Move up to 1/2 rate and still attack (not vice-versa)
    2. Or charge:
      1. Precede melee attack by jogging or running.
      2. Must move at least full normal distance.
      3. +2 bonus to damage
      4. -4 to attacker AC for the entire round
      5. Must be announced prior to moving.
      6. Straight line
      7. Cannot exceed jogging rate (2x normal)
  2. Use an ability
  3. Use an item
  4. Cast spell
    1. May not move any distance and still cast unless description overrides.
  5. Move
    1. If no other action taken, can walk (movement rate), jogging (2x move rate), running (4x move rate).
    2. Jogging and running are not penalized.
6. **Non-lethal and multiple actions** can be taken and adjudicated by the CK.

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<sup>1</sup> PHB 4<sup>th</sup> printing p.53. This does not agree with the specific information given on p.52.

## Attacks and maneuvers

1. Melee
2. Ranged
3. Unarmed
  1. Grappling
    1.  $d20 + STR \text{ Mod} + BtH$
    2. Defender base AC is 12 (STR non-prime) or 18 (STR prime)
    3. AC modified by STR, DEX, BtH or HD of defender, plus  $(+2/-2 * \text{size diff})$
    4. Successful attack means defender is held and can only act to break hold (another grapple attack)
    5. Held defender is prone and defenseless
  2. Pummeling
    1.  $d20 + STR \text{ Mod} + BtH$  vs. defender AC
    2. 1-2 hp + STR Mod subdual damage
  3. Overbearing
    1.  $d20 + STR$  to hit
    2. Possibly add BtH at CK discretion
    3. AC is 12 (STR non-prime) or 18 (STR prime)
    4. AC modified by BtH or HD and  $(+2/-2 * \text{size diff})$
4. Touch
  1. 10 AC + DEX mod of defender. Monsters always use 10.
5. Optional common maneuvers
  1. Dodge
    1. Up to 3 attacks in a round that originate from attackers you are facing and are aware of.
    2. Sacrifice other actions this round.
    3. +2 to AC
    4. Declare any time in round if no action has been taken.
  2. Disengage
    1. Hasty
      1. As far as possible up to maximum running distance
      2. -2 to AC
      3. Opponent gets free attack which does not count against opponent's other actions. Opponent does not get second attack.
      4. AC adjustment lasts entire combat round, for every attack on character.
      5. No other action this round.
    2. Fighting
      1.  $\frac{1}{2}$  movement rate or less, away from opponent
      2. No other action this round.
  3. Disarm
    1. Fighter, Ranger, Knight, Rogue, Assassin, Cleric, Paladin
    2. Hit AC of 18 + HD or level of defender + defender DEX bonus if applicable
    3. Replaces an attack (GE)
  4. Evade
    1. Single opponent, which you are facing.
    2. +4 to AC
  5. Flank Attack
    1. Rear left or rear right side of defender.
    2. +1 bonus to hit
  6. Rear Attack
    1. +2 bonus to hit

2. Rogue and Assassin do not get this in addition to their back attack bonus.
7. Two Weapons
  1. Designate which hand is for primary and which is off hand
    1. This is usually determined by handedness.
  2. May swing with both weapons in a round.
    1. Primary attack at -3 (modified by DEX mod)
    2. Off hand at -6 (modified by DEX mod)
  3. Strength only modifies damage, not to-hit.
  4. Monk
    1. Before 6th level
      1. Two hand to hand attacks at normal 2 weapon penalty
      2. Secondary attack does normal fist damage of 1d2 hp
    2. After 6th level
      1. Secondary hand to hand attack does not suffer usual two weapon penalty. Inflicts damage from monk special ability chart
    3. Weapon + fist
      1. Standard two weapon attack penalties.
8. *Called Shot*
  1. -8 to hit
  2. *Automatic critical on hit (x2 damage)*
9. *Close Supporting Fire (automatic, shooting into melee)*
  1. *Hit a friendly on 2 or 3 if shooting into melee*
  2. *Second roll against victim's ac.*
10. *Offensive Focus*
  1. *One concerted attack*
  2. *+3 to hit*
  3. *-6 to AC until next turn.*
11. *Parry*
  1. *+4 to AC*
  2. *No attack*
12. *Push*
  1. *Defender forced to fall back 1d10 feet*
  2. *-2 to hit. If hit, defender makes strength check or forced back.*
13. *Reach*
  1. *Pole arms gain automatic initiative and attack first.*
14. *Receiving Charge*
  1. *Spear or pole arm*
  2. *Double damage vs. attacker.*
15. *Shield Blow*
  1. *Swing with shield to stun.*
  2. *-6 to hit, no other action.*
  3. *Con save vs. stun for 1d2 rounds*
16. *4 defenders interlock shields*
  1. *AC +4*
  2. *Can push attackers*
  3. *+2 strength checks*