

RM2 Hyborian Campaign – Combat Reference Sheet

Initiative

D100 + QU bonus + Modifiers

Defensive bonus

DB = (QU bonus – MM penalty) + Armor quality + ADR.defense + Cover + Items + Shield + Parry

Parry (versus one opponent only)

DB(Parry) = converted OB points <Full parry=+5DB>

Dodge (versus all opponents)

DB(Dodge) = 50% of converted OB points <Full dodge=+5DB>

Offensive bonus

OB = Skill + Stat + Level + Weapon + Items + Position + Injuries – Parry + Miscellaneous