Character classes

CLERIC			
Hit Dice: 1d6 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Acolyte	None
1500	2	Adept	1 First
3000	3	Priest (or Priestess)	2 First

CLERIC TURNING UNDEAD

Cleric's Level	Undead Monster			
	Skeleton	Zombie	Ghoul	Wight
1	7	9	11	N
2	1	7	9	11
3	1	1	7	9

FIGHTER		
Hit Dice: 1d8 per level		
XP	Level	Title
0	1	Veteran
2000	2	Warrior
4000	3	Swordmaster

MAGIC-USER			
Hit Dice: 1d4 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Medium	1 First
2500	2	Seer	2 First
5000	3	Conjurer	2 First plus 1 Second

THIEF		
Hit Dice: 1d4 per level		
XP	Level	Title
0	1	Apprentice
1200	2	Footpad
2400	3	Robber

THIEF SPECIAL ABILITY TABLE

Special Ability		Level of Experience		
		1	2	3
Open Locks	(d%)	15	20	25
Find Traps	(d%)	10	15	20
Remove Traps	(d%)	10	15	20
Climb Walls	(d%)	87	88	89
Move Silently	(d%)	20	25	30
Hide in Shadows	(d%)	10	15	20
Pick Pockets	(d%)	20	25	30
Hear Noise	(1d6)	1-2	1-2	1-3

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. "Hear Noise" is determined in a similar way, using 1d6.

DWARF		
Hit Dice: 1d8 per level		
XP	Level	Title
0	1	Dwarven Veteran
2200	2	Dwarven Warrior
4400	3	Dwarven Swordmaster

Detect traps, sliding walls, sloping corridors, new constructions: 2/6
Infravision 60'

ELF			
Hit Dice: 1d6 per level			
XP	Level	Title	No. of Spells/ Spell Level
0	1	Veteran-Medium	1 First
4000	2	Warrior-Seer	2 First
8000	3	Swordmaster-Conjurer	2 First plus 1 Second

Detect secret or hidden doors: 2/6
Immune to paralysis from ghouls
Infravision 60'

HALFLING		
Hit Dice: 1d6 per level		
XP	Level	Title
0	1	Halfling Veteran
2000	2	Halfling Warrior
4000	3	Halfling Swordmaster

Combat Bonuses:

−2 bonus to Armor Class when attacked by creatures larger than man-size

+1 bonus to the Hit Roll when using any missile (see "Additional Rules")

+1 bonus to Individual Initiative

Hide in woodlands 90% success
Hide in dungeon (shadows) ⅓

ENCUMBERED MOVEMENT RATES TABLE

Encumbrance	Normal Speed (Feet per turn)	Encounter Speed	Running Speed
		(Feet per round)	
up to 400 cn	120	40	120
401-800 cn	90	30	90
801-1200 cn	60	20	60
1201-1600 cn	30	10	30
1601-2400	15	5	15
2401 and more	0	0	0

Basic Encumbrance: unarmored = 300 cn; armored = 700 cn

A gem is counted as 1 cn, and other treasures (potions, jewelry, and so forth) are counted as 10 cn each.

CONTAINER VOLUME

Small sack	200 cn
Backpack	400 cn
Large sack	600 cn
Saddle bag	1000 cn

MULE MOVEMENT/ENCUMBRANCE

Encumbrance	Movement Rate
up to 3000 cn	120'/turn
3001-6000 cn	60'/turn
6001 cn or more	0

①

Cleric Spells: First Level

Cure Light Wounds*
  Range: Touch
  Duration: Permanent
  Effect: Any one living creature
Detect Evil
  Range: 120'
  Duration: 6 turns
  Effect: Everything within 120'
Detect Magic
  Range: 0
  Duration: 2 turns
  Effect: Everything within 60'
Light*
  Range: 120'
  Duration: 12 turns
  Effect: Volume of 30' diameter

Protection from Evil
  Range: 0
  Duration: 12 turns
  Effect: The cleric only
Purify Food and Water
  Range: 10'
  Duration: Permanent
  Effect: 1 ration or 6 waterskins
Remove Fear*
  Range: Touch
  Duration: 2 turns
  Effect: Any one living creature
Resist Cold
  Range: 0
  Duration: 6 turns
  Effect: All creatures within 30'

*Spell may be cast with reverse effects in D&D® EXPERT Rules.

Magic-User Spells: First Level*

Charm Person
  Range: 120'
  Duration: See below
  Effect: One living "person"
Detect Magic
  Range: 0
  Duration: 2 turns
  Effect: Everything within 60'
Floating Disc
  Range: 0
  Duration: 6 turns
  Effect: Disc remains within 6'
Hold Portal
  Range: 10'
  Duration: 2-12 (2d6) turns
  Effect: One door, gate, or similar portal
Light
  Range: 120'
  Duration: 6 turns + 1 turn per Level of the magic-user
  Effect: Volume of 30' diameter
Magic Missile
  Range: 150'
  Duration: 1 turn
  Effect: Creates 1 or more arrows
Protection from Evil
  Range: 0
  Duration: 6 turns
  Effect: The magic-user only
Read Languages
  Range: 0
  Duration: 2 turns
  Effect: The magic-user only
Read Magic
  Range: 0
  Duration: 1 turn
  Effect: The magic-user only
Shield
  Range: 0
  Duration: 2 turns
  Effect: The magic-user only
Sleep
  Range: 240'
  Duration: 4-16 (4d4) turns
  Effect: 2-16 Hit Dice of living creatures within a 40' x 40' area
Ventriloquism
  Range: 60'
  Duration: 2 turns
  Effect: One item or location

Magic-User Spells: Second Level

Continual Light
  Range: 120'
  Duration: Permanent
  Effect: Volume of 60' diameter
Detect Evil
  Range: 60'
  Duration: 2 turns
  Effect: Everything within 60'
Detect Invisible
  Range: 10' per Level of the magic-user
  Duration: 6 turns
  Effect: The magic-user only
ESP
  Range: 60'
  Duration: 12 turns
  Effect: All thoughts in one direction
Invisibility
  Range: 240'
  Duration: Permanent until broken
  Effect: One creature or object
Knock
  Range: 60'
  Duration: See below
  Effect: One lock or bar
Levitate
  Range: 0
  Duration: 6 turns + 1 turn per Level of the magic-user
  Effect: The magic-user only
Locate Object
  Range: 60' + 10' per Level of the magic-user
  Duration: 2 turns
  Effect: One object within range
Mirror Image
  Range: 0
  Duration: 6 turns
  Effect: The magic-user only
Phantasmal Force
  Range: 240'
  Duration: Concentration
  Effect: A volume 20' x 20' x 20'
Web
  Range: 10'
  Duration: 48 turns
  Effect: A volume 10' x 10' x 10'
Wizard Lock
  Range: 10'
  Duration: Permanent
  Effect: One portal or lock

Combat and ability adjustments

COMBAT SEQUENCE TABLE

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
  1. Morale Check (monsters and non-player characters only)
  2. Movement (using speed per round), including Defensive Maneuvers
  3. Missile fire combat (additional)
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
  4. Magic spells
    a. Choose targets
    b. Make Saving Throws if necessary
    c. Apply results immediately
  5. Hand-to-Hand combat
    a. Choose targets
    b. Make Hit Rolls
    c. Roll Damage for hits
C. The side that loses the initiative then completes all steps given above.
D. DM handles all retreating, surrender, and other special results.

CHARACTER HIT ROLL TABLE

Target's AC	9	8	7	6	5	4	3	2	1	0	−1
Roll	10	11	12	13	14	15	16	17	18	19	20

ARMOR CLASS

Armor type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

*A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

VARIABLE WEAPON DAMAGE

1d4 (1-4) points of damage:
  Club
  Dagger
  Sling stone
  Torch
1d6 (1-6) points of damage:
  *Arrow (long or short bow)
  Hand Axe
  Mace
  *Quarrel (crossbow)
  Short Sword

1d6 (1-6) points of damage:
  Spear
  War Hammer
1d8 (1-8) points of damage:
  Sword (normal)
  *Battle Axe
1d10 (1-10) points of damage:
  *Pole Arm
  *Two-Handed Sword

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (−1)
Crossbow, (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or Dagger	10	20	30

Using Missiles: Remember to adjust for:
  1. Dexterity   3. Cover
  2. Range   4. Magic

SAVING THROWS

a. Death Ray or Poison
b. Magic Wands
c. Paralysis or Turn to Stone
d. Dragon Breath
e. Rods, Staves or Spells

	a	b	c	d	e
Cleric	11	12	14	16	15
Fighter	12	13	14	15	16
Magic-user	13	14	13	16	15
Thief	13	14	13	16	15
Dwarf	8	9	10	13	12
Elf	12	13	13	15	15
Halfling	8	9	10	13	12
Normal Man	14	15	16	17	17

PRIME REQUISITE EXPERIENCE ADJUSTMENT

Prime Requisite	Adjustment to Experience
3-5	−20%
6-8	−10%
9-12	No adjustment
13-15	+5%
16-18	+10%

ABILITY SCORE BONUSES AND PENALTIES

Ability Score	Adjustment
3	−3 Penalty
4-5	−2 Penalty
6-8	−1 Penalty
9-12	No adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus

INTELLIGENCE ADJUSTMENTS

Intelligence Score	Effect
3	Has trouble with speaking, cannot read or write
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	No adjustments; can read and write Common and Alignment languages
13-15	+1 Language
16-17	+2 Languages
18	+3 Languages

CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	−2	1	4
4-5	−1	2	5
6-8	−1	3	6
9-12	No adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

HIRING RETAINERS

1. Find NPCs
2. Explain the job, make offer
3. Hire, buy equipment
4. Make retainer sheet

③

1. Roll for Ability Scores

2. Choose a Class

3. Exchange Ability Score points

Your Prime Requisite (and *only* that score) goes up 1 point for each 2 points that another Ability Score goes down.
Constitution and Charisma points can never be exchanged with others.
Dexterity cannot be lowered (but it may be raised if you have a Thief or Halfling character).
No score can be lowered below 9. If it is already 10 or less, it cannot be lowered.

4. Roll for Hit Points (see Character Classes)

5. Roll for Money (gp = 3d6 x 10)

6. Buy equipment: (see Equipment List)

7. Figure out your:

   a. Armor Class
   b. Character Hit Roll Table
   c. Saving Throws (see Combat)

8. Note adjustments for Ability Scores

9. Give your Character a Name and Alignment

10. Get ready to play

HUMANS	
Class	Prime Requisite
Fighter	Strength
Magic-User	Intelligence
Cleric	Wisdom
Thief	Dexterity

(No minimum scores for human characters)

DEMI-HUMANS		
Class	Minimum Scores	Prime Requisites
Dwarf	Con 9	Str only
Elf	Int 9	Str + Int
Halfling	Con 9	Str + Dex
	Dex 9	

Complete list: weapons and equipment

WEAPONS	
Item	Cost (in gp)
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow Lt. (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Normal Sword	10
Two-Handed Sword	15
Other Weapons:	
*Mace	5
*Club	3
Pole Arm (two-handed)	7
*Sling with 30 Sling Stones	2
Spear	3
*War Hammer	5

*These weapons may be used by a cleric

ARMOR	
Item	Cost (in gp)
Leather Armor	20
Chain Mail Armor	40
Plate Mail Armor	60
Shield	10

EQUIPMENT	
Item	Cost (in gp)
Backpack	5
Flask of Oil	2
Holy Symbol	25
Holy Water (1 vial)	25
Lantern	10
Mirror (hand-sized, steel)	5
Pole (wood, 10' long)	1
Rations:	
Iron Rations (preserved food	
for 1 person for 1 week)	15
Standard Rations (unpreserved food	
for 1 person for 1 week)	5
Rope (50' long)	1
Sacks:	
Small	1
Large	2
Spikes (iron, 12) and small Hammer	3
Thieves' Tools	25
Tinder Box (flint, steel, dry	
wood shavings and twigs)	3
Torches (6)	1
Waterskin (or wineskin)	1
Wine (1 quart)	1
Wolfsbane (1 bunch)	10

(Note: Items will be added to this list in the D&D EXPERT Set.)

④

Encounter Rules

Surprise

There is more to an encounter than just walking into a room and seeing a monster. For example, you might have sneaked up on the creature — or it might have sneaked up on you! You might turn a corner, and be completely surprised to find a monster right there. But if the monster is surprised, too, then you would both stop for a moment and look at each other. The mutual surprise on both sides would cancel out, for no effect except a short delay.

For example, let's look back at your very first encounter — with the goblin. You entered the room, and the goblin screamed and swung his sword at you, but missed. You didn't get to do anything before he had swung, because you were *surprised*.

In the one-player adventure in this booklet, surprise has already been worked out. The description tells you whether you or the monsters — or both! — are surprised.

In group adventures, you roll to see who is surprised, and by how much. A *six-sided die* (1d6) is rolled for each side, and the results are compared in the following way:

You are only surprised if you roll a 1 or a 2; the same applies to the monsters.

If *both sides* are surprised, neither side can move or fight during that round. The mutual surprise cancels out. For the next round, either side might go first, so another roll (on 1d6 again) is used to decide. This is called rolling for *Initiative*, and is described below.

If *one side* surprises the other, the surprised side must wait during the first round, while the other side acts. Those that can act might spend the time attacking, talking, or moving — even running away!

If neither side is surprised, the DM must determine which side acts first in the round, by checking *Initiative*.

Initiative

When an encounter begins, you might act first, or the monster might go first. This is called *Initiative*. If you have the initiative, you get to act first, before the monster.

In all of your group's encounters, you will roll to see who has the initiative. The DM rolls 1d6 for the monsters, and one of the players rolls 1d6 for the characters. It doesn't matter which player rolls. Whoever gets the higher number wins the initiative, and swings first.

When the party has the initiative, the characters may use the time to talk, attack, move (fighters moving to the front, for example), or run away. Some monsters will also have similar choices, but most will either talk or attack. Very few monsters run away before anything happens.

If a monster has more than one attack, it will get *all* of its attacks before yours if it wins the initiative.

If each side rolls the same number, then all the action happens at once; the actions are "simultaneous," and neither side wins the initiative. Attacking characters can try to Hit, but whatever the result, the monsters may also make all of their attacks, even if you kill them with your first attacks!

Pursuit and Evasion

If either side decides to run away, the other side may chase. Time is measured in rounds for as long as the chase occurs. The side running away is "Evading," and those chasing are in "Pursuit."

You may evade monsters if you can move faster than they can *and* if you know where you are going — so once again, a map becomes important. If the monsters are catching up, try dropping things! Unintelligent monsters may stop to eat food. Intelligent monsters may stop to pick up treasure. In each case, there is a *50% chance* that the monsters will stop or slow down. Your DM will make all the necessary rolls.

ORDER OF COMBAT

A. Each side rolls for initiative, using 1d6.
B. The side that wins the initiative acts first:
   1. Morale Check (monsters and non-player characters only)
   2. Movement (using speed per round), including Defensive Maneuvers
   3. Missile fire combat (additional)
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
   4. Magic spells
      a. Choose targets
      b. Make Saving Throws if necessary
      c. Apply results immediately
   5. Hand-to-Hand combat
      a. Choose targets
      b. Make Hit Rolls
      c. Roll Damage for hits
C. The side that loses the initiative then completes all the steps given above.
D. The DM handles all retreating, surrender, and other special results.

Combat Sequence

During a battle, the actions do not all happen at once. Your DM will use a checklist to be sure that the battle is run properly. The list is also given here for your reference.

This Combat Sequence includes several optional rules. If you are not using the rule referred to (such as Missile Fire), simply skip that step.

Repeat steps A through D as needed until the battle is over.

The following rules should not be used by beginners. They may be added after you have played two or three group games.

Missile Weapons

You have learned what to do when your character gets into a fight, but so far, you have only used a sword or dagger. These are called "hand-to-hand" or "melee" weapons (pronounced MAY-lay). Other types, called "missile weapons," such as bow and arrows, are handled somewhat differently.

Missile fire is a type of combat used when the enemy is too far away to fight hand-to-hand — in other words, more than 5 feet away. Missile fire can be affected by the distance to the enemy (*Range*), objects that the enemy can hide behind (*Cover*), the attacker's Dexterity Score, and magic adjustments, if any.

Not all missiles are actual weapons. Missile fire rules also apply when a character throws something at a monster, such as oil or holy water.

The various types of Missile fire you can use, and the ranges for them, are listed on the Missile Fire Table:

The first group of weapons are devices that fire missiles; the second group are missiles your character throws by hand.

Whenever your character buys one of these items, you should make a note of the ranges. For example, a Long Bow should be listed as 70-140-210, the longest distances it can shoot in each Range category.

Device: A missile fire device is a weapon that fires missiles, such as a bow or crossbow. Devices cannot be used in hand-to-hand combat, or against targets within 5 feet.

A crossbow is similar to a normal bow (long or short), but is held horizontally and shot by pulling a trigger, which releases the string.

A sling is a leather pocket with long strings; the user holds the strings and puts a stone in the pocket. The stone is thrown by swinging it around and releasing one string at the right time. A sling is the only missile weapon usable by Clerics.

Thrown Weapons: A spear, dagger, or hand axe may be either thrown or held. They are good weapons to use when the monsters are nearby, as the character can use any thrown weapon in hand-to-hand combat. If the weapon is not thrown, Strength bonuses are used *instead* of Dexterity, and no adjustments are made for Range or Cover. A dagger or hand axe may be thrown at an opponent within range. Each spins in the air striking with the blade forward.

A spear is a long shaft of wood or metal with a sharp tip, and can be thrown straight at an opponent. It has the best range of any thrown missile.

Holy Water: This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1-8 (1d8) points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules).

Oil: Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3' in diameter, which will burn out in one turn if lit. Burning oil will cause 1-8 (1d8) points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature's normal AC is not used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).

As with Holy Water, oil may be used either as a missile or in hand-to-hand combat.

Missile Fire Hit Roll Modifications

Missile fire rules are used when the target is 5' away or more. Normal combat rules are used if the target is within 5'. A missile fire device will automatically miss a target within 5' unless the target cannot move.

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
Crossbow (Lt)	60	120	180
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Oil or Holy Water	10	30	50
Hand Axe or dagger	10	20	30

When your character tries to use any type of missile fire, adjust your normal Hit Roll for the following things:

1. Dexterity
2. Range
3. Cover
4. Magic

1. Dexterity: Include any bonuses or penalties to your Hit Roll due to high or low Dexterity. You may have an adjustment from −3 to +3, depending on your Dexterity Score (as given in the "Bonuses and Penalties for Ability Scores" chart, on page 50).

2. Range: A weapon can only be thrown or shot to the longest distance on the chart. This is called weapon's range. For example, you can't throw a spear any further than 60 feet.

Ask your DM what the range to the target is, in feet. The DM may prefer to give you the general range instead of the exact distance, and may ask you which missile weapon you are using.

If the range is *short*, you add 1 to your Hit Roll. If the distance to the target is between the numbers given for *short* and *medium* ranges, there is no adjustment. If the distance to the target is greater than the number given for *medium* range, but still within the maximum range, you must subtract 1 from your Hit Roll. (The bonus and penalty are noted on the chart, as a reminder.)

Thus, a crossbow can shoot farther than any other weapon, and an axe or dagger can only be thrown at a nearby target.

3. Cover: The enemy may be harder to hit because it is hiding behind something; this is called **cover**. Cover could be gained by hiding behind a table or chair, or a tree or boulder outdoors. *A shield does not provide cover.*

If cover is used, your DM should mention that the monster has cover and will apply penalties to your chances to hit. You should always be told if the monster has cover, but you might not know how many penalties apply. These penalties are determined by the DM and range from −1 for partial cover to −4 for full cover.

4. Magic: If you are under a magic spell which helps your chances to hit, that

applies here. In your adventures, you may discover magical missiles — arrows, crossbow bolts, and so forth — and bonuses from such magic also apply to your Hit Roll.

Variable Weapon Damage

Whenever you hit a monster in your adventures so far, your character's weapon inflicted 1-6 (1d6) points of damage. But if we consider the battle realistically, a dagger should do less damage than a sword (for example).

This advanced damage system allows different weapons to inflict different amounts of damage. The damage done by each weapon type is given on the chart below.

Some weapons can only be properly used with two hands. These are noted with an asterisk (*).

The large amount of damage done by two-handed weapons is balanced by two penalties: the attacker *cannot use a shield*, and *will always lose the initiative*, whatever the roll may be. The lack of a shield will reduce the character's Armor Class while that weapon is being used (unless, of course, no shield was used in the first place).

VARIABLE WEAPON DAMAGE TABLE

1d4	(1-4) points of damage:
	Club
	Dagger
	Sling stone
	Torch
1d6	(1-6) points of damage:
	*Arrow (long or short bow)
	Hand Axe
	Mace
	*Quarrel (crossbow)
	Short Sword
	Spear
	War Hammer
1d8	(1-8) points of damage:
	Sword (normal)
	*Battle Axe
1d10	(1-10) points of damage:
	*Pole Arm
	*Two-Handed Sword

*This weapon requires two hands for use. Attacker may not use shield and always loses initiative.

Combat Maneuvers

The following special forms of defensive movement are usable by any character in hand-to-hand combat. They may also be used by monsters. If a player wants to use one of these maneuvers, he or she must say so before rolling for initiative. These maneuvers may not be used if not declared before that roll.

If a character is near a battle but is not fighting hand-to-hand, that character may move normally. The movement rate depends on the amount of weight carried, as explained in the section on Encumbrance.

Any monster or character using a maneuver explained hereafter is called the "defender." The opponent is called the "attacker."

Fighting Withdrawal

If a defender is engaged in combat and wishes to back up slowly while fighting, the maneuver is called a *Fighting Withdrawal*.

The defender must have room to back up. In crowded situations, those behind the defender will get in the way, preventing the maneuver from succeeding! If room permits, the defender may move at ½ the normal movement rate, or less. The attacker may follow and continue attacking, but the defender may attack in return.

Retreat

If a defender wants to back out of a fight at more than ½ the normal movement rate, the maneuver is called a *Retreat*.

The attacker gains a +2 bonus on all Hit Rolls, and the defender's AC is calculated without a shield. The defender may not attack in return.

EXAMPLE: Huxley is a fighter, wearing plate mail armor and a shield (AC 2). He opens a door and is attacked by a gargoyle. He has heard that gargoyles can only be hit by magic weapons, and he has only normal ones. At the moment, he is blocking the doorway. He tries to use a fighting withdrawal so other characters can get into the battle.

As he is backing up, the gargoyle wounds him badly. He decides to *retreat*, to survive. The gargoyle attacks him as he runs, gaining a +2 bonus on its chances to hit AC 8 (Huxley's AC without shield).