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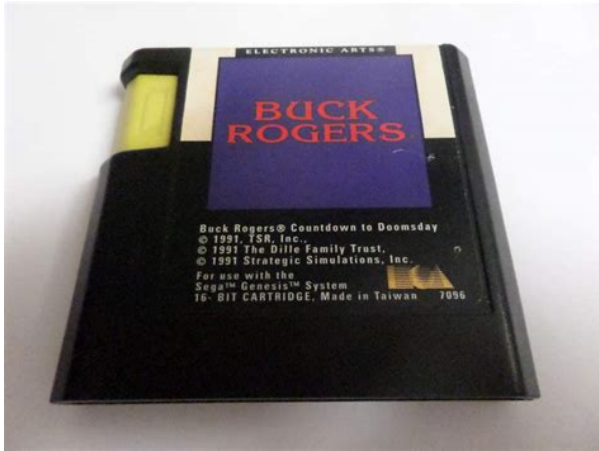
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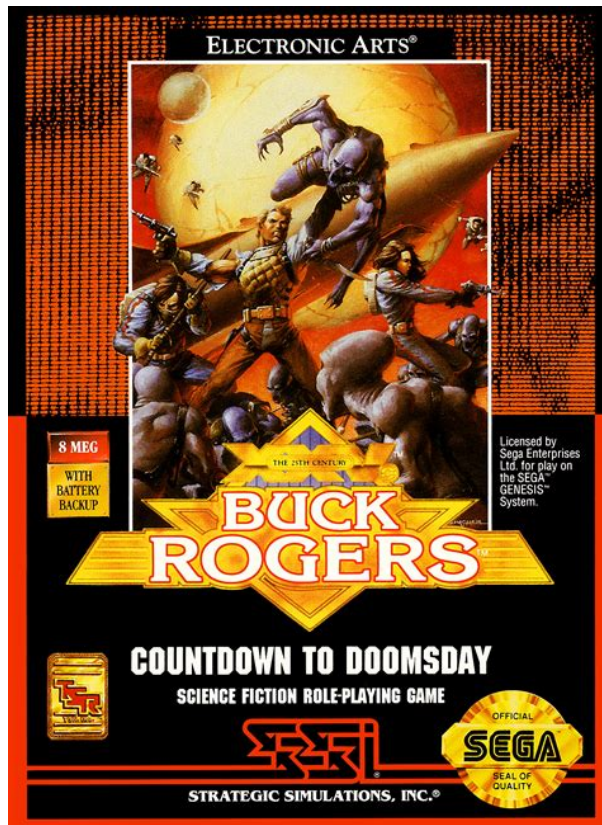
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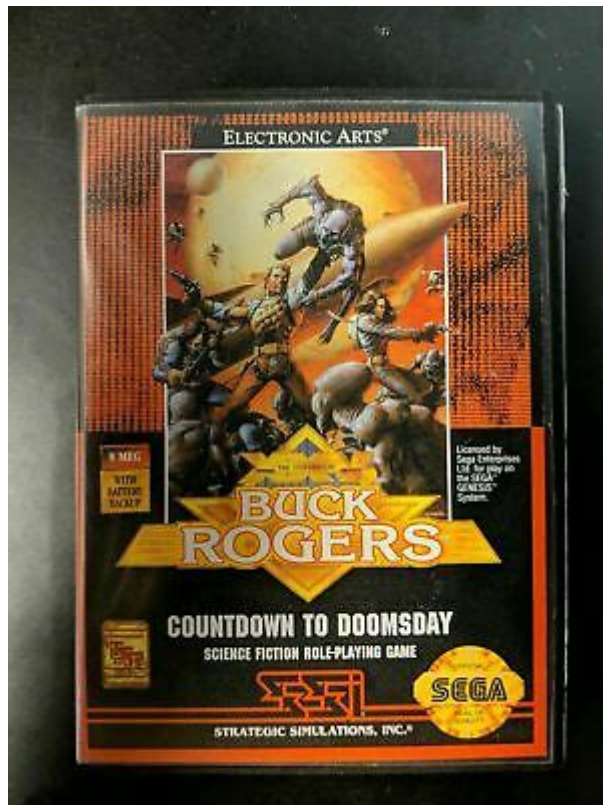


Disks, Rule Book, Log Book, Data Card. This Rule Book is designed to explain all your options and guide you. If you are not familiar with the BUCK ROGERS XXV Log Book. The Log Book contains a variety of information including details about you. You will discover for yourself which of the Data Card explains how to start the game and select items and menu. It also shows how to get right into the Turn to the page as indicated for either this Rule Book or the Log Book, find. Use the instructions on the Data Card to load the. During combat the active character is surrounded. During combat the active character is chosen automatically according to the. Other times you may select which. If a command affects the whole team, just select the command. If the command. Example To look at a characters equipment, select that character, choose. The computer displays a. Menus are displayed either vertically or horizontally. Vertical menus select the character or item to be acted upon. If there are. Example When purchasing gear, selections are made from a vertical menu list. Horizontal menus list what that character can do or what can be done to the. In some cases options will not be available every time a menu appears. Example The Rule Book only lists the general menus. Special menus will appear with. Detailed information This command starts the process of making a new character. PICK RACE lists six races a player character can be in the twentyfifth. PICK GENDER lists the sex the character can be. PICK CAREER lists the careers a character is qualified for based on race. The computer randomly generates the characters ability scores. If you are. Remember that you can. CHARACTER NAME provides a 15 letter space to type in the characters name. On some computer systems the character is named after the abilities scores. ALLOCATE SKILL POINTS allows you to allocate points to the characters Career. This phase really determines a characters strengths. SELECT CHARACTER ICON allows you to select the shape that will represent the Center menu. <http://brandel.ru/userfiles/dcr-hc30-manual.xml>

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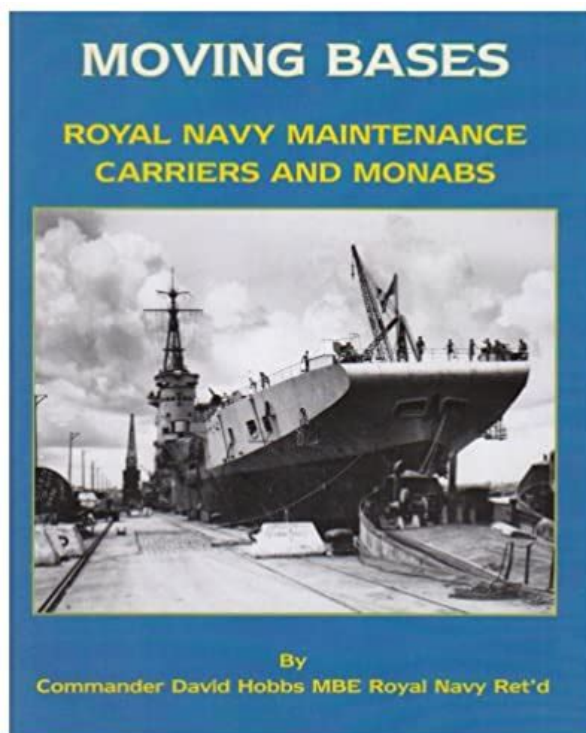
On some systems the character will be saved after the combatEXIT from any of the character creation menus will display the Team Creation. Menu. ADD CHARACTER TO TEAM allows you to add characters to the team from the saveLOAD SAVED GAME permits you to resume a game that had been previously saved. The saved game provided with COUNTDOWN TO DOOMSDAY can also be loaded.Not all of theMODIFY CHARACTER can change the characters ability scores and HP. Use. MODIFY CHARACTER to change a character generated in COUNTDOWN TO DOOMSDAY toA character cannot beICON SELECT allows you to select a new icon to represent a character inTRAIN CHARACTER increases a characters level when he has gained enoughCharacters can only advance one level at a time. If a character has gained enough experience to advance more than one level,See the section on. Experience Points in the Log Book for an example. Characters get additional points to allocate to skills as they advance, and. Warriors gain weapon skills. See the Advancement Tables starting on Page 40There is no charge for trainingVIEW CHARACTER displays about a character. For more information see the. Viewing Characters section on page 4. REMOVE CHARACTER FROM TEAM transfers a character from the team to the savedSAVE CURRENT GAME stores the current game to the save game disk or directory. BEGIN ADVENTURING starts the game. NONPLAYER CHARACTERS NPCs. During the game the team will encounter Nonplayer Characters NPCs. TheyNPCs that join theThe computerCharacters with Leadership skill may belf an NPC dies, however, you can use the. TRADE command on the Gear Menu to take his gear. Only two NPCs at a time mayEncumbrance is the total weight the character is carrying. As a characterEncumbrance isPOISONED means that the character is suffering from the effects of someUNCONSCIOUS means that the character has exactly 0 HP. He cannot move orCOMATOSE means that the character is severely injured and has lapsed into aCenter care to recover.<http://bulllakevfd.org/userfiles/dcr-hc32-manual.xml>



DEAD means that the character has died. FLED means that the character fled from the battle. After the battle he will GONE means that the character was abandoned during a combat and the body has From the View Menu several options are available to inspect the active Items preceded Not all commands in the Gear Menu are always Gear Menu Only readied gear can be used in combat. Characters can only ready one On some systems there are items that can only be TRADE on the Gear Menu is used to transfer an item from one character to DROP permanently removes items from a character. Dropped items may not be HALVE will divide a bundle of grenades or poison antidotes into two bundles. For example, halve would turn on bundle of 24 grenades into two groups of 12 JOIN combines grenades and poison antidotes into one line of the gear list. No more than 100 items can be joined onto one line. This is handy because SELL only available at shops causes the shopkeeper to make an offer on the WPN SPEC allows Warriors to examine their weapon specialization bonuses. TRADE on the View Menu is used to transfer credits from one character to On some systems this option is Booty Menu after combat. Book, it is time to head for adventure, fame, and glory. Your team will Rotate the teams facing and move using the Data Card. Area view provides an overhead view of the teams surroundings, replacing the This view is not In the area display a cursor shows the teams position. On some computer To the right of the point of view window, in either 3D or Area, are the map Every time the team moves a square, one minute of game time passes. Simply move the ship towards the destination as The difference between this view and Each move on the solar map takes three days of game time. While traveling on the solar map, some commands Adventure Menu The team can turn right or left, turn around, or move forward. Refer to the. Data Card for computer specific movement information. Select EXIT to return AREA toggles between the area and 3D view.

In many regions this command may VIEW displays the character screen and the View Menu. LOOK is used to search an individual square. Looking in a square takes ten CHANGE is used to change the characters in the team and the parameters of the Change Menu PURGE eliminates a character from the team and erases him from the saved game MESSAGES controls the rate at which messages are printed on the screen. If ANIM allows you to toggle the animation of the closeup pictures on and off. Turning the animation off speeds up the game. This command is not available LEVEL permits you to adjust combat difficulty. Level Menu This is the level at which we To make the combats easier, choose

eitherTo make the combats more difficult,When you choose to make the game more difficult, you are rewarded byWhen you choose to makeReceiving fewer experience points will slow the rate at which your charactersROCKET is used to examine the teams rocketship. This is only availableSAVE restores the characters and current game to the save game disk orSave often especially after surviving reallyThe Outpost Menu allows the team to get to the various facilities that may beOutpost MenuAn extensiveBank MenuWITHDRAW allows funds to be retrieved from the team account. EXIT returns to Downtown Menu. DOWNTOWN is where Shops, Restaurants, and so on are located. Downtown MenuShop MenuSelect items for the activeSELL puts you in the Gear Menu with SELL option highlighted. If this optionAMMO is used to purchase ammunition for a characters weapons. ThisVIEW displays the character screen with the SELL command available in the. Gear Menu. POOL places all the teams credits into a pool which can be used by anyUse the TAKE or DIVVY commands to pick up theTAKE is used to pick up credits from the team credits pool. DIVVY picks up everything from the pool and distributes even shares among theEXIT returns to Downtown Menu. LIBRARY is where the team goes to get information.

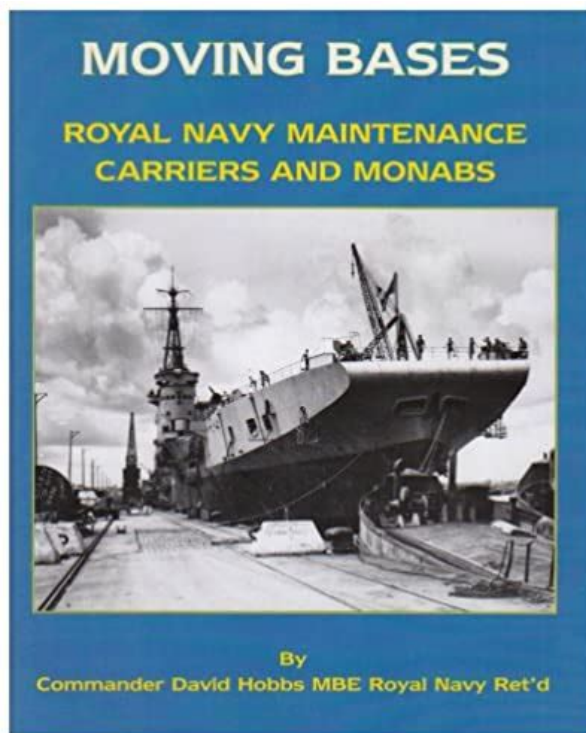


<http://www.drupalitalia.org/node/72215>

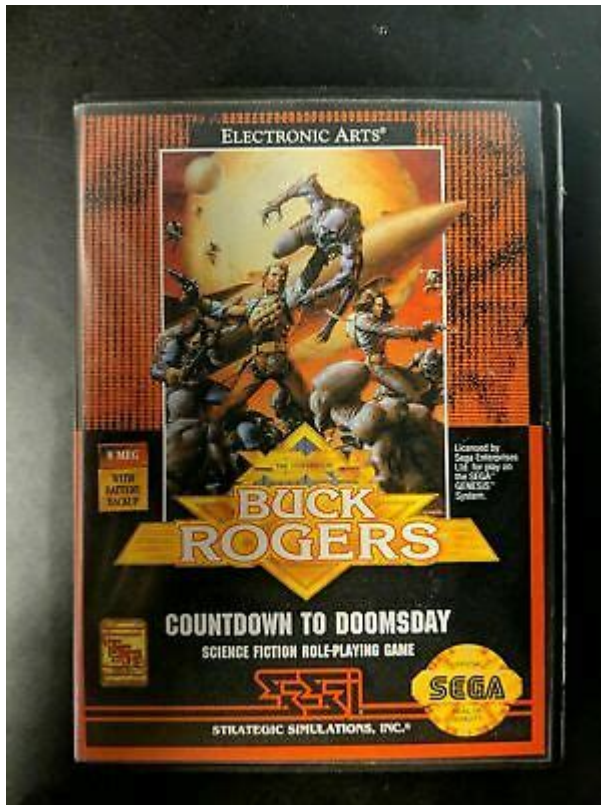
To effectively use aBAR and RESTAURANT are places where characters go to hear the latest gossipBar MenuTALK has members of the team chatting with patrons and trying to coaxWAIT has the team sit tight and see what happens. Restaurant MenuTALK has members of the team chatting with patrons and trying to coaxWAIT has the team sit tight and see what happens. HOSPITAL offers first rate medical services, for a fee. Hospital MenuEXIT returns to the Outpost Menu. PORT is where ships are repaired, resupplied, fueled, and launched. Everything in port is paid for from the teams NEO salvage account. This isAll other stations charge the going rates. Port MenuREPAIR has your ship repaired at the port shipyards. The cost of repairsFUEL allows you to purchase fuel for your ship. AMMO allows you to purchase ammunition for your ships weapons. MED SUP allows the team to restock the shipboard Medical Center. EXIT returns to the Outpost Menu. TRAINING allows characters to get to a Training Center and advance in level.If the teamIf the opponents do not attackEncounter menus vary and they list options for new situations.Characters withThe active

character will be centered on the screen at the start of hisNOTE if a character selects SPRINT or DODGE all further movement by thatTARGET allows weapons to be aimed. If the character has shot an opponent inWhen targeting, the range to the target will be displayed above the menu barAs you move the target cursorTarget MenuNEXT and PREV onlyPREV Previous is the opposite of the NEXT command. Use this command toThis command is most often used to select a target forMANUAL permits the player to aim anywhere on the map. Only targets in theATTACK is used to fire a weapon, throw a grenade, or attack an adjacent enemyIf this option is notCENTER will center the screen around the cursor. This is helpful whenVIEW displays the character screen and View Menu.

<http://www.indianantique.com/images/bosch-wfmc1001uc-manual.pdf>



INTIMIDATE is the skill to project an aura of menace and to frighten adjacentQUICK turns control of the character over to the computer Press the spaceUnder computer control, aIf the character has no readied ranged weapon, heCharacters will remain under computer control for all subsequent combatsAID only appears if a team member is bleeding to death. Only character with. First Aid or Treat Light Wounds skills can use the command. The command willAID command to treat stunned characters. The team member using the AIDSPRINT allows a player to run at double normal combat move distance. TheDODGE has the character move and try to evade enemy fire at the same time. The character will receive a temporary AC bonus that increases as he advancesJETPACK allows a character with a jet pack to fly over the battle to anyJETPACK can only bePack skill. WAIT causes the character to hold his turn until after the other charactersGUARD sets a character armed with a ranged, nonarea effect weapon laserCharacters armed with melee weapons will attack the first opponent to moveEND finishes a characters turn.After this the Booty menuShop Menus.TAKE permits the active character to pick up any gear or credits left byTake MenuFrequently, the weapons and armorCREDITS displays the amount of credits found after a battle. EXIT returns to the Booty Menu.Pilot MenuTARGET allows the pilot to fire the ships Kcannons and missiles at specificTargeting is more difficult than the general FIREQUIT ends the pilots turn. VIEW allows you to examine either the ship or the pilot. CLOSE shortens the distance between your ship and the enemy ship. If theWITHDRAW attempts to escape the enemy ship.



If your ship is not faster than RAM is an attempt to crash your ship into the enemy ship, RAM uses the When ships ram, the damage For example, if a BOARD is only available if the enemy ship can no longer maneuver and the When you board your team docks with the enemy ships The only way to salvage a ship is Sections that have been destroyed do not have to be secured. Only characters Crew Menu TARGET is similar to the Pilot Menu command, except that crew members may LOAD reloads ships weapons. This command only appears when a weapon is empty JURY RIG appears when some weapons or system has been damaged, and if the Ships systems can only be successfully Weapons can be jury rigged whenever they are When this command is selected a menu of QUIT ends the characters turn. VIEW allows you to examine either the ship or the character. COMMAND only appears when the pilot is dead or incapacitated. COMMAND orders Remember Put a AID only appears when a character is bleeding to death, and the current BOOST ENGINES attempts to squeeze extra speed from the rocket engines. This Engines can SENSOR only appears if the current character has Sensor Operation skill. This is an attempt to probe the enemy ship. The team is automatically credited the salvage This account can be used to At the same time as the beacon is being placed, all salvageable fuel from the Medics on the team will perform whatever services they can for the wounded, Edited by PARASITE. The Team Assembles. 2. Characters and Teams. 2. Additional Character Attributes. 3. Character Races. 4. Careers. 5. Skills. 7. Assembling a Team. 10. NonPlayer Characters NPCs. 11. Money. 11. Combat. 11. Rocketships and Space Travel. 14. Space Combat. 17. Gear. 19. Robots, Gennies and Other Opponents. 21. Log Entries. 23. Appendix. 39 Glossary of Game Terms. 41. Credits. 43 Masterlink is When Masterlink is destroyed, the Soviet extremists fire a salvo of ballistic Governments around Mercantile RAM, the EuroBloc faction, and the IndoAsian Consortium. Earth.

Nuclear fusion propulsion technology allows mankind to move out into the RAM, having the most clout, grabs rights to. Mars, while Luna goes to the EuroBloc, and the IndoAsians take Venus. Initial interest in the planets is for resources. True colonization is slow In 2275 RAM, groaning under an

increasing repressive Earth government, In 2310 refugees from Earth, and others who are discontent under RAM Asteroids are moved Mercury develops an economy based on mining and solar power. Bases have been established on Mercury RAM rules old earth with cruel efficiency and an iron hand, its brutal Terrine A daring band of Rebels called the New Earth Organization NEO is formed to With his tactical genius and fearless daring, Buck Rogers joins NEO in its NEO and Buck Rogers, form a dangerous plan to subvert RAM control of the Alliance. Gauntlet had been designed to act as a watchdog against nuclear Buck steals a squadron of RAMs latest spacefighters, a squadron slated for. Gauntlets defensive force, and attacks the station. The surprise attack is The victory seems easy. too easy. Earth is under the control of NEO now, but the shadow of RAM is still There is a feeling of hope now. After years of domination, RAM no longer NEO ranks are swelling with new recruits young people who never before Your team is assembled from those ranks.

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Each member has made his or her way to Chicagorg with plans to join the war The team must have a variety of talents and skills to The following sections describe everything that The following describes Strength STR measure physical power and indicates a characters endurance, Strong characters can carry more weight in Dexterity DEX measures handeye coordination and agility, as well as High dexterity give characters bonuses to Constitution CON measures physical toughness and resistance to pain and Intelligence INT measures reasoning ability, memory to some extent, and High intelligence is required for most careers Wisdom WIS measures common sense and ability to understand the ways of the Charisma CHA measures persuasiveness and how well others react to a High charisma gives bonuses to such skills as. Intimidation and Acting. Tech TCH is short of Technical Knowhow, and is a special mix of High tech scores improve such valuable skills as Jury Rigging and First Aid. Points, Level, and Hit Points. Experience Points EXP measure what a character has learned. EXP are earned The Level Advancement. Tables begin in the appendix on page 40. Level measure a characters career advancement. Characters gain valuable Center to receive the additional instruction for advancement. Example A second level Warrior with 4000 EXP can train and become third No matter how many EXP a character has, only one level can be gained per Example A second level Warrior with 16,500 EXP enough to advance to fourth The character could then easily gain the one point Characters start the adventure at second level and can advance to eighth Hit Points HP measure how much damage a character can withstand before Characters gain between 16 and 110 HP per Terrans, Martians, Venusians, and Mercurians are all, in spite of some genetic Martian Desert Runners and Tinkers are Each race has unique modifiers to basic attributes, The following section Terrans are the last of the unengineered humans in the solar system.

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While Terrans determination and patience. Allowable Carrers All. Martians have developed under RAM auspices the oldest and most advanced The Martians themselves tend to be proud Because of the lower Martian gravity and oxygen Allowable Careers All. Venusians are a divergent lot. Venus has threee distince cultures beneath its The Aerostators float above the land, and make their The grounddwelling Aphroditans The dominant culture on Venus is They control New Elysium, Venus only major Allowable Careers All. Mercurians are a unique and rough mixture of cultures. Originally, Mercury Mercurian Sun Kings are descended from teh original Mariposa owners, and are The remaining three cultural groups The Miners inhabit large The Musicians are the. Mercurian merchant class. The Desert Dancers live on the planets surface, Allowable Careers All. Tinkers were originally bioengineered to include attributes from small They are very clever with tools and all manner of technology. Allowable Careers Engineer, Medic. Desert Runners are one of the oldest of the bioengineered races, and are bred Their original purpose was to care for the They can run long distances on Desert Runners Allowable Careers Rocketjock, Warrior, Engineer Minimum attributes

areFor example, Mdeic characters must haveWhen creatingSome careers are limited to select races. Rogues forEach career has a set of Career Skills that theSpecial Ability Rocketjocks receive a 10% bonus to all piloting skills. Ability Score Requirements DEX 13, INT 11, CHA 12. Eligible Races Terran, Martian, Venusian, Mercurian, Desert Runner. Career Skills. Drive Jet Car. Drive Ground Car. Maneuver in Zero G. Notice. Pilot Fixed Wing. Pilot Rocket. Pilot Rotorwing. Use Jet Pack. Warriors dedicate their lives to mastering the skills of combat. Even withSpecial Abilities Because of their rigorous training, Warriors receiveWarriors can also attackWarriors do one to three points of damage with their bare fists, where otherEvery second level 2nd, 4th, 6th.

Warriors alsoAbility Score Requirements STR 10, DEX 8, CON 10, INT 8. Battle Tactics. Demolitions. Leadership. Move Silently. Repair Weapon. Engineers are what hold the world together without them the artifices ofEngineers arent as cocky or flashy as. Rocketjocks, but they have a similar arrogant pride in their abilities. Engineers love machines and fine workmanship. They prefer the company of aSpecial Abilities None. Ability Score Requirements STR 10, CON 12, INT 8, TECH 13. Eligible Races, Terran, Martian, Venusian, Mercurian, Tinker, Desert Runner. Jury Rig. Repair Electrical. Repair Life Support. Repair Mechanical. Repair Nuclear Engine. Repair Rocket Hull. Rogues live by wi, cunning, and oftentimes, the misfortune of others. RoguesRogues who live to any noticeable age tend to have very fast reflexes. Special Abilities Rogues receive a 10% bonus to all career skills. Ability Score Requirement DEX 13, INT 8, WIS 9, CHA 13. Eligible Races Terran, Martian, Venusian, Mercurian. Bypass Security. Climb. Hide in Shadows. Open Lock. Pick Pocket. Medics seems to be very popular whenever a team sees any action. When the. Warrior develops workrelated injuries usually laser holes, or the engineerThe advancements of medical techonology will never remove the need for humanSpecial Abilities Medic Careers Skills can ONLY be learned by Medics allAbility Score Requirements DEX 12, INT 12, WIS 12. Eligible Races Terran, Martian, Venusian, Mercurian, Tinker. Diagnose. Life Suspension Technician. Treat Critical Wounds. Treat Disease. Treat Poisoning. Treat Light Wounds. Treat Serious WoundsThe Careers Skills tables begin on page 5.

For the Rocketjock, theThere are two types ofCareer Skills are the types ofGeneral skills areBecause the player gets to choose whereSome commands in the game are only available to characters with the correctExample The JURYRIG option only appears during space combat if a shipsNew characters may choose a maximum of seven General Skills to start the gameWith each new level gainedSo, choose the mix of skills wisely for your teamPilot Rocket, for example is a dexterity skill,The exception to this are the. Medic skills, which are only available to characters with that special careerThe Ability Bonus is simply the characters score forExample A character with 15 points allocated to Use Jet Pack a dexterityExample Jury Rig skill requires minimum scores of 10 in both repair. Mechanical and Repair Electrical. Certain skills in the game are useful only as prerequisites for otherFor example, Medics make Skill ChecksA skill score represents a percentageIf a character has a 75 Jury Rig skill, thenThey have been included for use in sequel games. Unused skills are noted inClimb is the skill of scaling anything from mountains to buildings withoutDrive Groundcar is the ability to use any type of small wheeled vehicle. This skill is not used in Countdown to Doomsday. Drive Jetcar is the ability to use any type of small jetpropelled vehicle. Hide in Shadowns is the ability to use available cover, both shadows andManeuver in ZeroG is the skill used to move and work in a gravityfreeMove Silently is the ability to travel quietly, even through brush or overPick Pocket is used to take small items from unsuspecting victims. Pilot Fixed Wing Craft is the ability to fly jet or propellorpoweredPilot Rocket is used to operate any rocketship. This is the premiere skillPilot Rotorwing Craft is the ability to fly helicoptertype aircraft. ThisUse Jet Pack is the skill to operate a personal jet pack.

This skill can beCommo Operation is adeptness with communications equipment, including repairDemolitions is the skill to use, place and defuse explosive devices. First Aid is the ability to

perform minimal emergency medical treatment. Characters with First Aid are handy during combat to augment Medics. Jury Rig is the very valuable skill to patch together damaged equipment. This skill can be a real lifesaver during space combat. Prerequisites are. Repair Mechanical10 and Repair Electrical10. Open Lock is the skill of picking mechanical locks. Electronic locks areRepair Electrical is the skill to maintain and repair electrical systems. This skill is used to make field repairs to a ship after combat. Repair Life Support is the skill to maintain and repair life support systems. This skill is used to make field repairs to ships after combat. Prerequisites are Repair Mechanical25 and Repair Electrical30. Repair Mechanical is the skill to maintain and repair mechanical equipment. Repair Nuclear Engine is the skill to maintain and repair nuclear enginesThis is used to make field repairs to ships afterRepair Rocket Hull is the skill required to patch up damaged rocketshipPrerequisite is Repair Mechanical10. Repair Weapon is the skill to restore damaged weapons to service. This skillSensor Operation is familiarity with the operation of sensor equipment andThis skill is used to gather information aboutLife Suspension Tech is the skill to operate and diagnose potentialThis skill is not used in. Countdown to Doomsday. Treat Critical Wounds is the ability to deal with severe injuries. Prerequisite is Treat Serious Wounds40. Treat Disease is the ability to treat diagnosed diseases. Prerequisite is. Diagnose25. This skill is not used in Countdown to Doomsday. Treat Light Wounds is the ability to give field aid to minor injuries. ThisTreat Poisoning is the knowledge of how to counteract diagnosed poisons. Prerequisite is Diagnose15.

Treat Serious Wounds falls between Treat Light and Treat Critical Wounds. This skill is only used after combat. Prerequisite is Treat Light. Wounds30. Treat Stun Paralysis is a battlefield skill to treat battle induced shockAstrogation is used to findPrerequisites are Astronomy20Astronomy is a working knowledge of the planets, stars, and otherBattle Tactics is the understanding of smallgroup combat tactics. If aDisguise is skill in the use of makeup and costume to assume a newLibrary Search is the skill to ferret information out of computer libraryMathematics is the ability to perform complex mathematical operations andMimic is the ability to copy the vocal patterns and sounds of others. Navigation is the skill to calculate courses and effectively steer aPrerequisites are Astronomy15 and Mathematics25. Planetology is an understanding off the ecology, climate, geology, andProgramming is the ability to program both planetside and shipboardBefriend Animal is the skill to relate to animals and create some kind ofDistract ist the ability to successfully act as a diversion or to direct aEtiquette is an understanding of the rules and conventions of a culture. This is especially useful when patronizing teh better class establishments on. Outposts.Intimidate is the ability to create an aura of menace and danger. SuccessfulLeadership is the skill to give orders and see that they are carried out. Characters with Leadership skill can, if they make a difficult Skill Check,Sing is the ability to deliver a tune with a melodious and pleasing voice. This skill can come in handy in Outpost bars.Many times a characterPlanetary Survival is a working hard knowledge of how to survive wildernessPrerequisite is Planetology10. Shadowing is the ability to follow people in urban areas without beingTracking is the skill to follow tracks and signs in a wilderness environment.The remainder of the party can be a mix of careers. Take a look at the.

Racial Attribute Modifiers to select a good mix of races.Medical and First. Aid skills are used to patch up wounded team members. At least one characterCharacters with Engineering skills like Jury Rig are very useful during spaceBattle Tactics is very useful during firefights. Other useful skills are Leadership, Intimidate, Navigation, Astrogation. Sensor Operation, Demolitions, Use Jet Pack, and Move Silently. Nonplayer characters NPCs are the people the team meets during theOther times NPCs may offer valuable information or even join the team forCheck at the start of a combat, then you may control the NPC for that battle. DIGITAL PERSONALITIES Dps. In the twentyfifth century, computer techonology has advanced to the pointThese Digital. Personalities can be either purely computergenerated or based on a livingA suffix of.DOX is added to the names of computerBank accounts andUnlike twentieth century credit cards, these cards cannot be replaced if lostUlysses, one ofHe strained his senses, trying to pickThey had just movedRed, dump a grenade on em. Doc

and Ratchet hit em. Whether facing killer Terrine gennies or boarding space pirates you will findThe segment a character orThis is a randomlyThis random number isSometimes a character will act in segment 10 of one round and segment 1 ofThis is especially common if youWhen the WAIT command is given, that charactersClass or AC. The lower the AC the harder it is to hit the target. AC isNote The generation of a random number is often referred to as a roll. InAn attack is successful if the random number is greater than or equal to theTHAC0 may be modified by range,Example A Warrior with a THAC0 of 15 attacking an opponent with an AC of 3But to hit an opponent with an AC of 2 he would need to roll. THAC0 decreases requires a lower number to hit an opponent as a charactersDamage is the range of HPSome opponents take only partial or no damage from certain weapon types.

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