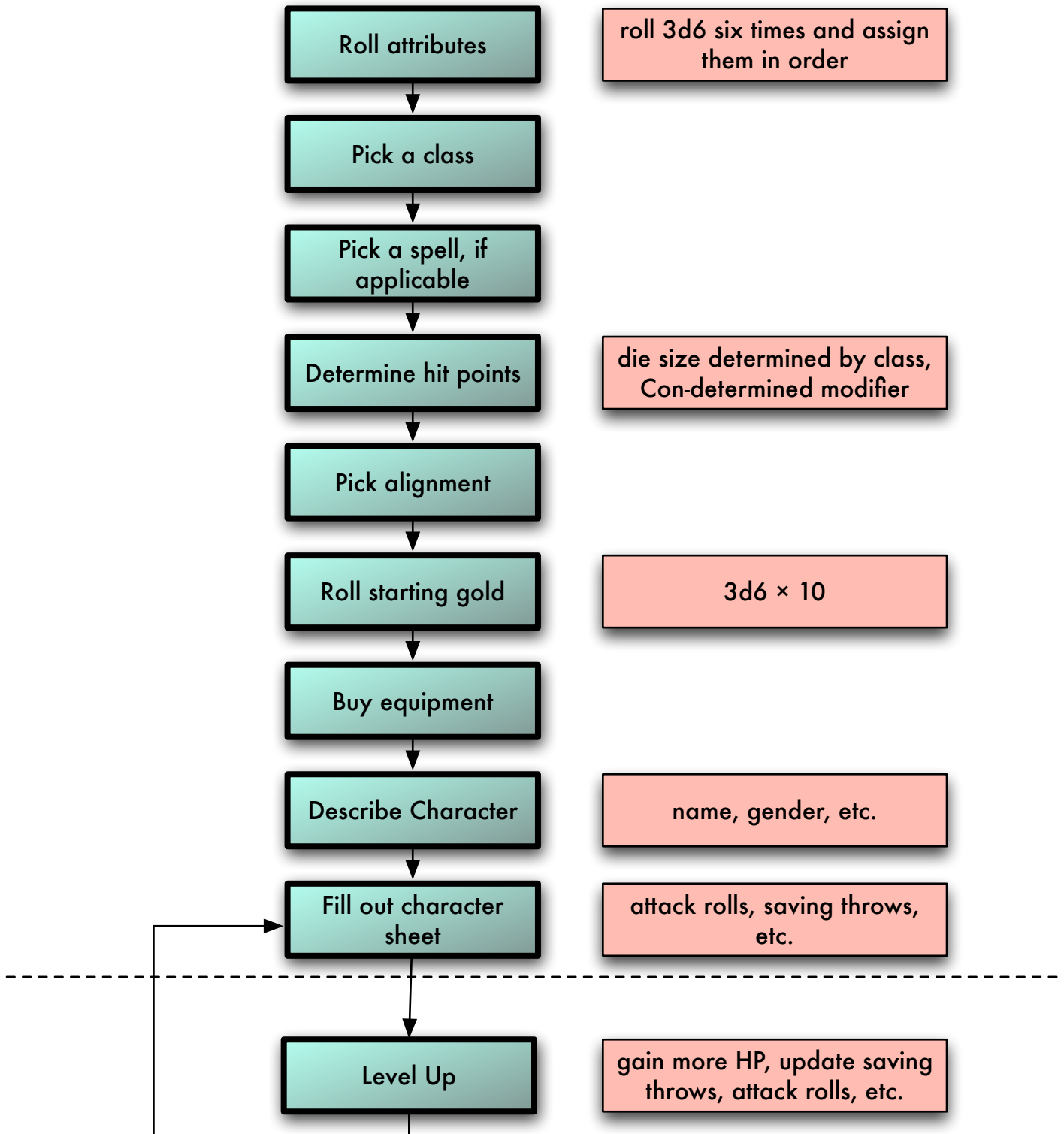
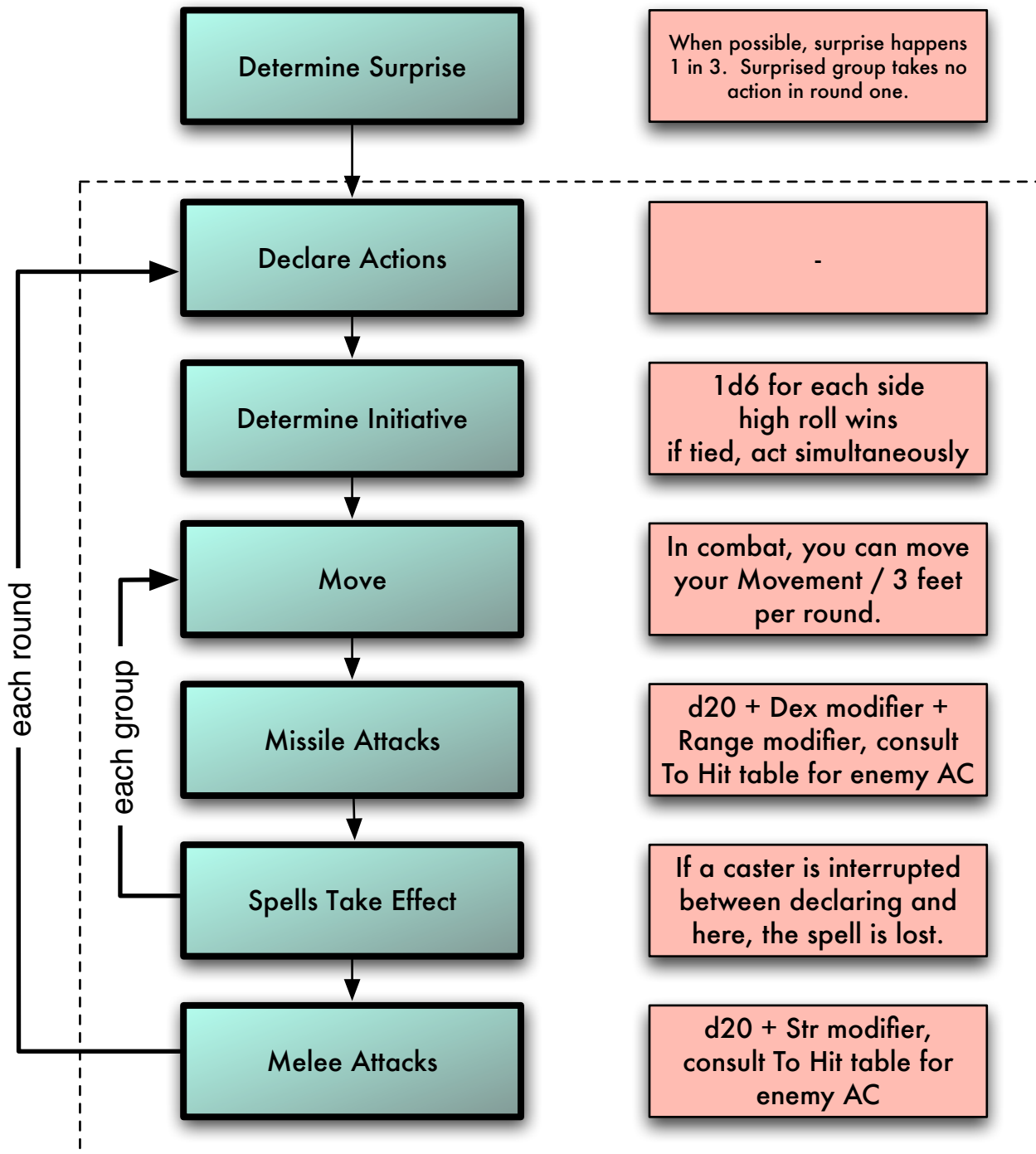


# Dungeons & Dragons (B/X) Chargen



# Dungeons & Dragons (B/X) Combat



A retreating character provides enemies +2 to hit and gets no shield bonus unless moving at 1/2 combat speed

Some groups prefer individual rather than group initiative. In this case, use Dex modifier on your d6 roll

Missile attacks at short range grant a +1 bonus; at long range, a -1 penalty