

MELEE

Offensive

- Swing (B,E)**
Thrust (P)
Overhead (B,E) -20 attack, +3 injury.
Lunge (P) -20 attack, +3 injury.
Double attack 2 attacks with 2 weapons. NO defence!
Aim legs -10 attack, can be combined w. above.
Aim arms -15 attack, can be combined w. above.
Aim head -20 attack, can be combined w. above.

MISSILE

Offensive

- Shoot/Throw**
Weave & Throw
Draw & Throw No penalty. Only "A" weapons.
Load & Shoot Weapon loading penalty applies.
Prolonged Aiming 1-3 rounds. +AIMx1-2,5 to attack
Aim legs -10 attack, can be combined w. above
Aim arms -15 attack, can be combined w. above
Aim head -20 attack, can be combined w. above

UNARMED

Offensive

- Strike** Fist, kick, knee, elbow or head butt.
Double attack 1 unarmed + 1 weapon. NO defence!
Combo attack 1 unarmed + 1 weapon. Divide lowest skill. Grapple cannot be chosen.
Aim legs -20 (0 if kick). Combined w. above.
Aim arms -10 (-20 if kick) Combined with above.
Aim head 0 (-40 if kick) Combined w. above.
Knockback As melee, but no injury. Instead STR + injury bonus v STR + Size or stumble.
Trip As melee, but no injury. Instead AGL v AGL or stumble.
Grapple & Throw If successful STR or AGL v STR or AGL or stumble. (Attacker chooses!)*
Grapple & Strike If successful an attack can be made. Only "A" weapons. Can aim. Only ½ dodge allowed.*
Grapple & Pin If successful STR+2 + injury bonus v STR+ injury bonus to break free.*
Grapple & Disarm AGL or STR v AGL or fumble. (Attacker chooses!)*
Grapple & Squeeze Special. Suffocation or injury.*

* Only ½ skill if only one arm is used when grappling

MELEE, MISSILE & UNARMED

Defensive

- Dodge** ½ skill when >CONx4 IP taken or 15+ IP to a leg hit location. ½ skill when unaware but moving. Can be used against multiple attacks.
Weapon Block ½ skill when >CONx4 IP taken. Cannot block shot missile attacks, ½ skill v thrown. Only v 1 attack.
Shield Block ½ skill when >CONx4 IP taken. Only ½ skill v shot missile attacks, full skill v thrown missile. Only v 1 attack.
Arm/leg Block Mostly v unarmed. Risk for injury. Only v 1 attack.
Grapple ½ skill when >CONx4 IP taken. Only v 1 attack.
Counterstrike ½ skill when >CONx4 IP taken. Only v 1 attack.
Unweave/Interfere Can be used against multiple attacks.
Disarm As attack. Change # of injury D6 for disarm skill roll. If successful, opponent rolls 3D6 vs AGL or drops weapon +TA. 1D6 injury = +0 to AGL roll 2D6 = +2, 3D6 = +4, 4D6 = +6

COMBAT ORDER

- Determine initiative
 1 Choose attack and roll
 2 Choose defence and roll
 3 Roll hit location
 4 Roll for injury
 5 Roll Shock, Fumble, Stumble etc

WEAPON SIZE MODIFIERS

A Weapons = Very short, such as: knives, thikes, unarmed striking, blackjacks etc.

B Weapons = Most weapons, including longknife, spear and battlesword.

C Weapons = Very long, such as: pikes, lances, halberds, glaives.

D	A	A	B	C
A	-	+10	+20	
B	-	-	+10	
C	-	-	-	

SKYREALMS of *Jorune* Combat tips

- ☠ Dare to change weapon properties. Vary between Blunt, Edge and Point.
 - Blunt to the head gives more Shock (unconscious) rolls.
 - Blunt delivers more Injury Points at weak hits than Edge and Point.
 - Point causes more death rolls.
 - Edge causes more bleeding and amputate rolls.
- ☠ Aiming causes different effects
 - Legs = more stumble
 - Head = more knockouts
 - Arms = more fumbles
- ☠ Combo attacks are good. With good Unarmed skills target can be knocked back, tripped, kicked etc.
- ☠ Choose effective attacks (overhead, aimed attacks, double attacks etc) against injured or poor opponents.
- ☠ Counterstrike against weak or poor opponents – or simply for Fun & Excitement.
- ☠ Long weapons (C) are good against short weapons (A). Long weapons are however useless in close quarters.
- ☠ With short “A” weapons, use unarmed grapple & strike for efficiency.
- ☠ Look for cover. Cover forces opponent to aim for uncovered hit locations.
- ☠ Look for special bonuses (partial cover, right hand obstacles, sand in eyes etc)

Remember:

- ☠ 15+ IP to a arm or leg hit location renders a limb useless.
- ☠ 15+ IP to head or body results in Knockback roll.
- ☠ Failed Knockback, Shock, Fumble or Stumble rolls give attacker Tactical Advantage (free action).

SKYREALMS of *Jorune* Combat modifiers

☺ Higher Ground	+15
☺ Opponent Prone	+20
☺ Behind Opponent	+20
☺ Longer weapon	See chart
☺ Attacking from steed	+20
☺ Prolonged aiming	See chart below

☹ Attacked from behind	SPOT or ½ dodge.
☹ Lying down	½ attack or forced leg aim. ½ dodge.
☹ Multiple Foes	-10 per attacker after first.
☹ Limb useless	If 15+ IP to one hit location. Can't use it.
☹ Opponent covered	Can only attack certain hit areas
☹ Injured	½ IP = attack penalty 1/10 IP = stat penalty CONx4 IP = ½ defence roll

AIMING

- 0 rounds 0
- 1 round + AIM
- 2 rounds + AIMx2
- (3 rounds + AIMx2.5*)

* Only for 16+ AIM PCs