

COMBAT ORDER	
0	Determine Initiative Roll 1D10 + Initiative. (Initiative <u>always</u> lost/last after stumble/ fumble/knockback/stun/DTA etc)
1	Attack roll Roll 1D10 + skill +- mods 10= chance of critical success, if even result on D10 1= risk of critical failure, if odd result on D10 roll
2	Defence roll Roll 1D10 <u>under</u> defence skill +-mods for defence value (minimum base for successful. dodge!). Target value= chance of critical success, if even D10. 10= risk of critical failure, if odd result on D10 roll
3	Determine attack result Subtract defence value from attack value and consult attack table.
4	Determine hit location Roll 1D100 and consult hit location table.
5	Determine Damage Roll #D6 damage + weapon +- mods - armour
6	Determine Injury Allocate Injury Points & roll Injury Effects.

FUMBLES IN COMBAT	CRITICAL SUCCESS
Attacker If there is a critical failure (odd roll after a rolled 1) roll 1D6 for effect: 1. Bad positioning! DTA 2. 3D6 stumble 3. 4D6 fumble 4. Hit other target! (1D6 dam) 5. Hit self (1D6 damage) 6. Bad moves and embarrassment!	Attacker If a critical success (even roll after a rolled 10), roll 1D6 for effect: 1. Target knockback! 2. +1D6 damage (max 4) 3. Opponent stumbles 4. Ignore armour 5. Move hit location 1 6. Damage also to adjacent hit location of 1 less severity (50% u/d)
Defender If there is a critical failure (odd roll after a rolled 10) roll 1D6 for effect: 1. Skull that sword! X2 weapon damage 2. Expose that neck! +1D6 damage 3. Stumble/fumble 4. Clumsy move! 4D6 stumble (fumble) 5. Unsure footing! 3D6 stumble (fumble) 6. Could have looked good, but failed!	Defender Automatic success!

COMBAT ACTIONS		Effects
Normal attack/shot/strike*	No modifiers... Body aim presumed	
Lunge/Overhead*	-2, +3 damage. Only base dodge when rolling defence.	
Hit location aiming*	-4 head, -2 arms/legs	
Prolonged aiming*	+2 to hit next round	
Grapple & Strike*	If hold, an unarmed or "A" weapon attack with only base Dodge value as defence roll for opponent.	
Grapple & Throw/Tackle*	If hold, STR/AGI+2 vs STR/AGI or thrown. Both on ground. Hold continues if chosen.	
Grapple & Pin*	If hold, STR+2 vs STR to break free. Add +1 /round until +6.	
Squeeze/Strangle*	If hold 5 IP damage/round (bypass armour). Brake-free possible.	
Grapple & Trip*	If hold, AGI vs AGI or stumble.	
Grapple & Disarm*	If hold, AGI/STR vs AGI/STR or disarmed.	
Grapple defence*	Roll under ½ unarmed skill +1. If attack misses, defender Dhd.	
Unarmed block*	vs unarmed only! Roll under ½ unarmed skill +1.	
Dodge*	Roll under Dodge for defence value (minimum base when successful!)	
Weapon block*	Roll under ½ weapon skill+1. +2 to rolled defence value if successful	
Shield block*	Roll under Shield skill. +3 to rolled defence value if successful.	
Full defence*	+3 to all rolled defence values. X2 blocks possible. No other actions	
Decisive	+6 Initiative	
Fast-drawer	Draw and attack same round	
Butcher	Alter hit location 1 up or down. Only dodge defence	
Counter-striker	Cause 1D6 damage on opponents attack. 2D6 damage if attacker misses. Only base Dodge when roll.	
Double-striker	2 attacks with 2 weapons per round. No active defence - only base dodge when rolling def.	
Combo striker	1 melee attack + 1 unarmed attack per round. Attacks suffer a total of -4 but can choose how to divide.	
Knocker	All blunt head hits are +1D6 E	
Orange = Hero Attribute.		* = No Hero Card cost to use

COMBAT ACTIONS		Effects
Swashbuckler	Fancy/impressive manoeuvre and movement + attack. Only dodge.	
Charger	+2 extra damage with run-up, but +2 to hit for opponent.	
Ambidextrous*	Offsets off-hand penalty	
Feinter	Contested skill roll on first round. Difference =def. penalty next round	
Back-stabber	+2 extra attacking from behind	
Disarmer	If successful attack, roll AGI vs AGI or fumble (+1 per D6 damage).	
Bruiser	Re-roll damage with 1D6 less	
Mauler	Re-roll 1 damage dice.	
Cavalry archer*	Mounted shot/throw with no pen.	
Longshooter	Negates 2 of distance pen.	
Sureshooter	+2 to hit after prolonged aim	
Swiftshooter	Draw and shoot/throw same round	
Double shooter	Fire/Throw 2 missiles at close targets on same round. Only base dodge when rolling	
Marksman	Alter hit location 1 up/down. Only dodge def.	
Catcher	Catch and re-throw a thrown weapon if 4D6 vs AGI succeeds	
Tripper	+2 AGI to Trip target in one attack (hold first)	
Basher	If successful unarmed or shield attack (min. 1D6) defender rolls instead STR+DB vs STR or stumble	
Bearhugger	+2 to pin target in one attack (hold needed)	
Knuckler	+3 Unarmed damage in one attack	
Wrestler	+2 when throwing target in one attack (hold needed first)	
Strangler	+2 extra damage when strangling (hold and pin needed first)	
Bowler	As Basher, but against multiple close targets	
Grappler	+2 to a grapple attack	
Avoider	+2 to a Dodge roll target value (max 9)	
Evader	+4 to a Dodge result (also missile). Prone!	
Blocker	+2 to a weapon block roll target value (Max9)	
Shielder	+2 to a shield block roll target value (Max 9)	
Grabber	+2 to an unarmed grapple defence result	
Displacer	Alter hit location 1 up or down as defender	
Parrymaster	X2 blocks with weapons per round	
Shieldmaster	X2 blocks with shield per round	
Defender	+2 to defence results when defending others	
Orange = Hero Attribute.		* = No Hero Card cost to use

HIT LOCATION ROLL			
Legs	Arms	Head	Body

Hit Location

B/S Blunt/Squeeze			
1+	7+	13+	19+

E/T Edge/Bite/Claw			
5+	9+	13+	17+

P Point (Stab)			
5+	11+	16+	21+

F Fire/Frost		
1+	11+	18+

Energy blast		
3+	11+	18+

* Odd # = Left side. Even # = Right side

-	01	01-25	01-02
-	02-03	26-30	03-04
-	04-05	31-40	05-06
-	06-07	41-55	07-08

SKULL
EYE*
FACE
NECK

E3	E4	K3	K5
E2	E3	E5	K4
E2	E3	E3	K4
E2	E2	K3	K4

E1	E3	K3	K4
E2	E3	E4	K5
E1	E2	E3	K4
E2	E2	K4	A4

E1	E3	K3	K4
E3	E4	K4	K5
E1	E3	E4	K4
E2	E3	K3	K4

E1	E3	K3
E2	E4	E5
E2	E3	E5
E1	E3	K3

E2	E4	K4
E2	E5	K5
E3	E4	K4
E2	E3	K4

-	08-24	56-75	09-18
-	25-65	76-88	19-30
-	66-71	89-90	31-34
01-02	72-92	91-94	35-36

SHOULDER*
ARM*
ELBOW*
HAND*

F2	F3	F5	E3
F3	F4	F6	E3
F4	F5	E3	E3
F4	F5	E3	E3

F1	F3	E3	K3
F2	F4	E3	A3
F3	F5 E2	E4	A3
F3	F5 E1	F7 E3	A4

F2	F3	F5 E2	E3
F2	F3	F4 E2	E3
F3	F5 E2	F6 E3	E3
F3	F5 E1	F6 E2	E3

E1	E2	E3
F2 E2	F3 E3	E4
F3 E1	F4 E2	E3
F3 E1	F4 E2	E3

F2 E2	F3 E3	E4
F2	F4 E3	E4
F4	F6 E3	A3
F3	F5 E3	A3

03-12	93-97	95-97	37-65
13-26	98-00	98-00	66-84
27-34	-	-	85-87

THORAX
ABDOMEN
GROIN

E2	E2	E3	K4
E2	E3	E3	K3
S4 E3	S5 E3	E4	E5

E2	E2	E3	K3
E2	E3	E3	E4
S4 E3	S5 E3	S6 E4	A5

E2	E3	K3	K4
E2	E3	E4	K3
S4 E3	S5 E3	S6 E4	E5

E3	E3	K4
E3	E3	E4
E3	E3	E5

E2	E4	K5
E3	E4	K4
S4 E3	S5 E4	E5

35-74	-	-	88-98
75-89	-	-	99-00
90-00	-	-	-

LEG*
KNEE*
FOOT*

S3	S4	S6	E3
S4	S6	E3	E4
S4	S5	E3	E3

S2	S3 E2	E3	A3
S3 E2	S4 E2	E3	A3
S2	S4 E2	S5 E3	A4

S2	S3	S4 E3	E4
S3	S4	E3	E4
S2	S3	S4 E2	E3

E2	E3	E4
E1	E2	E3
E1	E2	E3

S3 E2	S4 E3	E4
E1	E3	E4 A3
E1	E2	E3 A4

Jaw/Chin	01-20
Cheek*	21-66
Nose	67-78
Ear*	79-90
Mouth	91-00

ATTACK TABLE	
- 1	DTA / Wild
2 - 5	Miss / Dhd
6 - 8	Miss / Block
9 - 11	1D6 / Ahd
12 - 15	2D6 / Ahd
16 +	3D6 / Ahd

4D6 is always max!

Ignore/unaware = +1D6 injury, max 4D6. No DTA possible

No weapon block vs missile

-2 defence vs missile (unless carrying a shield)

COMBAT MODIFIERS			
Prone target	+2	Target body	0
Actions when prone	-2	Target arms	-2
Higher ground (mounted)	+1	Target legs	-2
Behind target	+2	Target head	-4
Using off-hand	-3	Target covered	-2
2H weapon in 1H (-2 damage)	-3	Target running/moving	-2
Large target	+1	Prolonged aim	+2
Huge target	+2	Shooting from mount	-3
Bad visibility	-2	Load & shoot 1 rnd	-2
Blind attack	-4	Load & shoot longbow	-3
Stunned (only def.)	-2	Defence vs shot missile	-2
Stunned foe	+2	No w.block vs missile	!
Attack vs long weap.	-1	Range modifiers	list
Attack vs v long weap.	-2	Ignore=+1D6 (max4D6)	+1D6
Run & attack (-2 move)	-3	Riding attack (injury)	+4inj
Extra attacker / attacker	+1	Mounted (initiative)	+4ini

ARMOUR TYPE	
Leather	2
Ring	3
Kurbul	4
Chain mail	5
Scale	5
Carapace	6
Grunder	7
Thailerian	9
B.E.D.	8
Dharsage Silver	15

HEALING	
5 IP/day (10 if resting)	
+mods for herbs etc.	
1 wound/week +-mods	
Wounds req. treatm. or perm. pen. (heal week 4)	

INJURY EFFECTS	
E = #D6 vs CON or faint 20-CON rounds	
If success with 0-1 = stun 2 rounds	
F = #D6 vs AGL or fumble	
S = #D6 vs AGI or stumble	
K = #D6 vs CON or death	
A = #D6 vs 1/10 of weight or amputate	
TA = When stumble, fumble or faint	
20 IP = Wound. Note -1 to location.	
20 IP to limbs = Limb unusable. Auto F/S	
20 IP to body/head=Knockback+3D6vSTR or S	
IP 0 = Dying, if not treated within 10 rounds.	
-30 IP = Instant death	
Large/Huge creatures	
Extra knockback & +1D E on ALL 10+injuries.	
+1 to +6 on own E,S,A,K rolls.	
Don't suffer first -2 to -8 wound effects.	

1d4 Fingers	01-40
Thumb	41-55
Palm	56-70
Knuckles	71-90
Wrist	91-00

INJURY LEVELS	
Yellow	5 IP
Orange	15 IP
Red	20 IP