

COMBAT ORDER	
0	Determine Initiative Roll 1D10 + Initiative. Initiative always lost/last after stumble/ fumble/stun/DTA etc
1	Attack roll Roll 1D10 + skill +- mods 10= chance of critical success +1D6 dmg, if even D10 1= risk of critical failure, if odd result on D10 roll
2	Defence roll Roll 1D10 <u>under</u> Dodge or block skill +-mods for defence value. Target value= chance of critical success. +4 defence. 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.

CRITICALS IN COMBAT	
Attacker	A roll of 10 + even D10 roll = +1D6 damage A roll of 1 is always a miss and risk of critical failure. Roll 1D10. Odd result = critical failure and roll 1D6 for effect: 1. Bad positioning! DTA 2. 3D6 stumble 3. 4D6 fumble 4. Hit other target! (1D6 damage) 5. Hit self (1D6 damage) 6. Bad moves and embarrassment!
Defender	A roll of target value + even D10 roll = +4 defence A roll of 10 is a risk of critical failure. Roll 1D10. Odd result = critical failure, 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!

COMBAT ACTIONS		Effects
Normal attack/shot/strike		No modifiers...
Heavy attack		+3 damage. Only base dodge value as defence.
Precision attack		+2 to hit? Only base dodge value as defence.
Hit location aiming		-4 head, -2 arms/legs
Prolonged aiming		+2 to hit next round
Grapple & Strike		If hold, TA unarmed or "A" weapon attack with only base Dodge value as defence.
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		1D6+DB damage per round (bypass armour). Brake-free still possible.
Grapple & Trip		If hold, AGI vs AGI or stumble
Grapple & Disarm		If hold, AGI/STR vs AGI/STR or disarmed.
Full defence		+3 to all defences. X2 blocks possible. No other actions
Grapple defence		Roll under ½ unarmed skill +1. If attack misses, defender Dhd.
Decisive*		+5 Initiative
Fast-drawer		Draw and attack same round
Cutter		Re-roll damage with 1D6 less
Butcher*		Alter hit location 1 up or down. No active defence – only base dodge
Counter-striker		Cause 1D6 damage on opponents attack. 2D6 damage if attacker misses. Only base Dodge value.
Bruiser, Mauler*		+1 Damage Bonus. Max 4
Double-striker		2 attacks with 2 weapons per round. No active defence - only base dodge value
Combo striker		1 melee attack + 1 unarmed attack per round. Attacks suffer a total of -4 but can choose how to divide.
Swashbuckler		Fancy/impressive manoeuvre and movement + attack. -2 attack and only Dodge defence
Charger		+2 extra damage with run-up, but +2 to hit for opponent.
Orange = Hero Attribute.		* = No Moxie cost to use

COMBAT ACTIONS		Effects
Ambidextrous*		Offsets off-hand penalty
Feinter		Contested skill roll on first round. Difference =def. penalty next round
Knocker		All head hits are +1D6 E
Back-stabber		+2 extra attacking from behind
Disarmer		If successful attack, roll AGI vs AGI or fumble (+1 per D6 damage).
Cavalry archer		Mounted shot/throw with no penalty
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
Catcher		Catch and re-throw thrown weapon if 4D6 AGI succeeds
Tripper		+2 extra to Trip targets (hold needed first)
Basher		If successful unarmed or shield attack (min. 1D6) roll instead STR+DB vs STR or stumble
Bearhugger		+4 to pin targets (hold needed first)
Knuckler		+3 Unarmed damage
Wrestler		+4 extra when throwing targets (hold needed first)
Strangler		+2 extra damage when strangling (hold and pin needed first)
Bowler		As Basher, but against multiple close targets
Grapppler		+2 to grapple attacks
Fleet-footed, Aavoider, Evader, Dodger*		+1 Dodge (Max 9 in Dodge)
Blocker*		+2 to blocks with weapons (Max 9 in parrying)
Shielder*		+2 to Shield Blocks (Max 9)
Displacer		Alter hit location 1 up or down as defender
Parrymaster		X2 blocks with weapons per round
Shieldmaster		X2 blocks with shield per round
Orange = Hero Attribute.		* = No Moxie 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+

Dragonfire		
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	E3	E4	K3	K5
EYE*	E2	E3	E5	K4
FACE	E2	E3	E3	K4
NECK	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*	F2	F3	F5	E3
ARM*	F3	F4	F6	E3
ELBOW*	F4	F5	E3	E3
HAND*	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	E2	E2	E3	K4
ABDOMEN	E2	E3	E3	K3
GROIN	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*	S3	S4	S6	E3
KNEE*	S4	S6	E3	E4
FOOT*	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
E2	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 - 19	3D6 / Ahd
20+	4D6 / 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 (& horse)	+1	Target legs	-2
Behind target	+2	Target head	-4
Using off-hand	-3	Target covered	-2
2H weapon in 1H (-2Da)	-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 missile	-2
Stunned foe	+2	No w.block vs missile	!
Attack vs long weap.	-2	Range modifiers	list
Attack vs v long weap.	-3	Ignore=+1D6 (max4D6)	+1D
Run & attack (-2 move)	-3	On horseback	+4D
Extra attacker / attacker	+1	On horseback	+4 I

ARMOUR TYPE	
Leather	2
Ring	3
Rigid leather	4
Chain mail	5
Scale	5
Plate	6
Dragon Scale	9

HEALING

5 IP/day (10 if resting)
 +mods for herbs etc.
 1 wound/week +-mods
 Wounds always require treatment!

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's Door rolls (+reduce IP to zero)
 A = #D6 vs 1/10 of weight or amputate
 TA = When stumble, fumble or faint
 20 IP to body = 3D6VSTR or knockback
 20 IP to limbs = Limb unusable. Auto F/S
 IP 0 = Make Death's Door rolls. Accumulate 3
 Dead or 3 Alive to die or stabilize (+First Aid within 20 rounds).
 -30 IP = instant death

Large/Huge creatures inflict extra knockback & +1D E. Also +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