

Initiative (= End.+Dex.+Agl.+Spd.+Will.)

Surprise: Only characters on the side that starts the battle should have turns in the **first** round

Melee Combat (p. combat 5)

ATTACKER:

- Declare Target & Weapon
- Declare Aspect & Aim

DEFENDER:

- Declare Defense (Block, Counterstrike, dodge, grapple, ignore, Missile Defence, Esoteric Defense)

MELEE ATTACK:

- Determine EMLs*
- Determine weapon modifier and add to EML**
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY: (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*Weapon skill / Unarmed combat skill

EML Modifiers (Combat 6)

- Physical Penalty
- Special Penalty
- Aiming (-10 head/legs, -15 arms)
- Outnumbered (-10 per opponent)
- Prone Opponent (+20)

**weapon class "A" vs. weapon class "D"

indexed on weapon modifier table. +1 if mounted. Halved if in close mode.

Add/subtract result to EML)

Ranged Combat

ATTACKER:

- Declare Target & Weapon
- Declare Aim Zone
- Fire and Reduce Ammo

DEFENDER:

- Declare Defense (Block*, dodge, ignore)

MISSILE ATTACK:

- Determine EMLs**
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY: (if any)

- Generate Strike Location***
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*Defender may attempt to catch missiles by using 50% Unarmed combat ML with the weapon block table

**Weapon skill

EML Modifiers (Combat 12)

- Physical Penalty (x5)
- Special Penalty
- Range Modifier (depends on weapon)
- Aiming (-10 head/legs, -15 arms)
- Target Size (2x man +20, ½ man/prone -10)
- Attacker moving/mounted (-10 to -20)

***If miss 20% risk the missiles strikes character adjacent to target

Tactical advantage (TA) (Once per turn. Second TA ends turn) gained:

When opponent:

- Fails a shock roll
- Fails a stumble roll
- Fails a fumble roll
- Weapon breaks

From the melee attack table

From the engage action (character with the highest mobility gains TA)

From a critical success on the mount/dismount action

From success on a grapple attack (hold gained)

From Missile Defence reaction (having ranged weapon ready before attacker enters engagement zone)

When Squeeze attack causes injury

When attacker fails a throw (hold type)

On the first successful tangle attack

Strike impact = Combat table impact result (Xd6) + weapon impact (B, E, P)

Effective impact = strike impact - Applicable armor protection (vs. B, E, P)

Injury = Effective impact (including B, E, P) on hit location

Injuries

Rated in terms of Injury points (IP)

[K] Instant kill:

Roll indicated number of d6. If roll exceeds endurance target is killed. If target survives make shock roll with one additional d6

[A] Amputation:

Roll indicated number of d6. If roll exceeds 1/10 of target total weight, part severed. Make E5 shock roll and increase [B] rating +1. If amputation does not occur, make E4 shock roll.

[B] Bleeding:

If no treatment add bloodloss points [BP] each combat turn. If BP exceeds endurance target unconscious (continues to bleed). If BP more than double endurance, target dies

Limb unusable = any single injury > 15 injury points

Knockback = blunt strike to body/head/neck has IP > target strength. Knocked back one hex.

Endurance index (EI) = IP + FP / 10

[E] Shock Roll (combat 8)

Indicated number of d6 + EI > endurance = unconscious

Recover from unconsciousness: 3d6 + EI - revival attempts (-1) < endurance = character regains consciousness

Shock:

3d6 + EI > endurance = character in shock. Can only rest and walk/crawl.

[F] Fumble Roll (combat 9)

Roll indicated number of d6 + EI (at GM discretion) -2 if object held in both hands -5 if tied to the body. If result higher than dexterity object dropped.

[S] Stumble Roll (combat 9)

Roll indicated number of d6 + EI + obstructions. If result higher than agility character falls prone

Weapon Damage:

If block result a weapon damage check is made by rolling 3d6 against weapon quality, or 4d6 if the opposing weapon/object is enchanted. If the roll exceeds Weapon Quality, the weapon is destroyed.

FATIGUE RATE

The rate at which the character tires. It is equal to Load divided by Endurance (minimum 1). Strenuous physical activity, including active fighting, causes the character to accrue this many fatigue points each minute (six combat turns).

PHYSICAL PENALTY

There are three classes of physical penalty: Encumbrance, Fatigue, and Injury. The sum of all three equals the character's Physical Penalty. See Skills [6] for the effects of Physical Penalty.

Action options

Rest:

Recover End/6 fatigue points per minute

Free Move:

Movement: Effective Mobility (EM) = Mobility - Physical penalty

Crawling = EM/2

Walking = EM

Running = EM x2 (gain fatigue points = fatigue rate/turn)

Hex moves = EM/5

Not within 3 hexes of enemy.

Can be combined with grope (change weapons, open and close doors, pick things up etc.)

Engage

Enter enemy engagement zone at EM/2

Disengage

Move one hex out of all enemy engagement zones and free move at EM/2

Rise

Stand up. 3d6/4d6 roll against agility if difficult circumstances

Grope

non-attack action that requires manual dexterity (change weapons, open and close doors, pick things up etc.) 3d6/4d6 roll against dexterity if difficult circumstances

Mount/Dismount

Resolved through riding skill

Grapple Attack

Grapple, hold or wrestle engage opponent. Must be chosen if character is held or has hold. Resolve with grapple sub-sequence.

Melee attack

Attack engaged opponent. May tangle

Missile attack

[1] Load/Fire (or Fire/Load) a short/long bow.

[2] Draw /Throw (or Throw /Draw) any weapon/item.

[3] Load a crossbow OR fire a loaded crossbow.

[4] Load/Fire (or Fire/Load) a blowgun.

[5] Load/ Cast (or Cast/Load) a sling.

[6] Tangle

Esoteric option

Use magic, psionics or divine intervention

Tangling:

May be attempted with cloak, blanket, net, ball and chain, whip, rope or similar.

Resolved as normal melee/ranged attack. If result is:

Block - defenders weapon is tangled (5d6 special penalty)

Strike arm/body - (4d6 special penalty)

Strike Head/leg - (5d6 special penalty)

If tangle successful attacker gains tactical advantage

Penalty from tangle active until defender does a successful 4d6 grope action. Tangled weapons may be dropped.

Grappling

Can be used against engaged opponents. Attacker must declare 1. what body part is being grappled 2. how many hands they are using. Use grapple attack table.

Grappling EML = Unarmed combat ML (½ if legs are used to grapple) - physical penalties - target - weapon class modifier (grappling always class 0)

Target	One Hand	Two Hands
Head/Neck	-20	-10
Arm/Hand	-5	+0
Weapon/etc.	-10	+5
Leg/foot/tail	-40	-10
Body (torso)	-50	-10

If one party obtains hold they gain a tactical advantage that must be used to exploit

Exploitation of holds

Strike: unarmed combat at close mode

Take/grab: If exploiter has hold on object may attempt to snatch it. Both contestants roll against 3x strength (one hand) or 5x strength (2 hands). Add 20 ML if object is strapped to one of the contestants. Highest degree of success wins and takes object and withdraws to an adjacent hex.

Squeeze: This is an attempt to damage the anatomy held by twisting, squeezing or choking. Exploiter rolls against 3x strength (one hand) or 5x strength (2 hands). Resolve as normal attack.

CF: Hold Broken

MF: No effect

MS: 1d6 Squeeze Impact

CS: 3d6 Squeeze Impact

If squeeze caused damage gain tactical advantage. If MF or CF exploiter must withdraw to adjacent hex.

Throw: An attempt to render the target prone. Both the thrower and his opponent roll against Unarmed Combat EML. If the thrower achieves a higher level of success, he has successfully rendered his opponent prone in an adjacent hex of his choice. Impact with the ground will inflict a blunt (2d6) strike located on body zone. If both parties achieve equal success, the hold is broken, and the thrower must withdraw to an adjacent hex. If the defender achieves a higher level of success, the thrower withdraws and the defender wins a Tactical Advantage.

Maintain hold: Hold is maintained until defender or other factor breaks it

Break hold: If holding may release hold. If held both roll Unarmed combat ML. The hold is broken if the holder achieves a lower success level. Note: whenever the holder suffers an injury, from any source, he must roll 4d6 (+EI); if the roll exceeds his Endurance, the hold is broken.