

**Step (1) Initiative** *page 123*

**Initiative Roll**

$$D12 + REF + \text{Weapon Weight Modification}$$

**Table 36: Weapon Weight Modifiers**

Weapon Weight	Init. Mod
Very Light	0
Light	0
Medium	-2
Heavy	-4
Very Heavy	-6

**Step (2)** *page 123*

All fighters simultaneously declare level of attack and defense.

**Table 37: Defense Modes**

<b>0 - No defense</b>	3
<b>A - Moving target</b>	10
<b>B - Limited dodge</b>	14
<b>C - Dodge/Tumbling</b>	18
<b>D - Weapon Defense</b>	19
+1 for offhand defense	
<b>E - Shield</b>	21
+1 if using a medium shield or larger.	
<b>Shield and Weapon Combo</b>	+1*

**Step (3) Declae Maneuvers and Actions** *page 124*

All characters declare and begin any non-combat actions they are attempting.

**Step (4) Fatigue** *page 124*

Pool of STA fatigue points. All active combatants must now pay their Fatigue points and lose any classes.

**Fatigue Cost**

$$3 + \text{Armor Cost} + \text{Weapon Cost}$$

**Step (5) Resolve Attacks** *page 125*

In order of highest to lowest initiative, the characters attack any opponent engaged. In rounds beyond the first round, attacks are made simultaneously and effects of damage is applied after all attacks are completed.

- Compute Defense Value.
- Attacker rolls 3D12 and adds his current Attack Class. For more, see page 125

**Attack Roll**

$$3D12 + \text{Attack Classes} + \text{Weapon Strike}$$

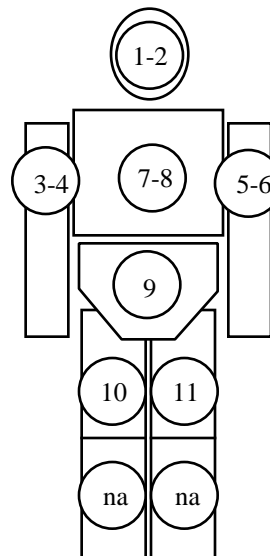
**+ Random Modifiers**

If this number is greater than or equal to the defender's Defense Level for that attack, the attacker scores a hit.

**Defense Level**

$$\text{Defense Mode Base} + \text{Defense Classes} + \text{Weapon Parry Bonus}$$

c) If the roll is equal to or greater than the Defense Value, compute the Attack Success by subtracting the Defense Value from the roll, find location of the hit and then apply the damage as detailed on page 128.



12: Weapon Default

**Damage Total**

$$\text{Damage Level} + \text{Strength Bonus} + \text{Attack Success} - \text{Armor Defense Rating}$$

**Table 38: Armor's Effect on Weapon Penetration**

Armor Resistance Type	Weapon's Penetration Level				
	V. Light	Light	Medium	Heavy	V. Hvy
None					
Light	x1/2				
Medium	x1/4	x1/2			
Heavy	x1/6	x1/4	x1/2		
Very Heavy	x1/12	x1/6	x1/4	x1/2	



Table 38: Armor's Effect on Weapon Penetration

Armor Resistance Type	Weapon's Penetration Level				
	V. Light	Light	Medium	Heavy	V. Hvy
Extreme	x1/15	x1/12	x1/6	x1/4	x1/2