

The Combat System

The combat system is a 3D12 based system with hit location. The brunt of damage dealt is expressed in penalties for performance and injuries with risk of infection. There are also Blood Points (BPs) to keep track of bleeding and fatigue points for fatigue.

The purpose of this combat system is to capture the fact that a wound entails a loss of physical function in the body. To do this, damage is not expressed in the number of hit points done, but instead as a loss of ability, possible bleeding, and increased chances of unconsciousness.

This realism in our combat system serves two primary goals: first, the realism forces players to rethink rash actions and to approach the role-played life more rationally as combat will often result in grievous injury to everyone. This rethinking of combat pushes characters to find alternative, and most likely more interesting, solutions to problems posed to them. The second purpose of a realistic combat system is to make combat, when it does occur, as dramatic as possible.

Combat rounds are approximately 15 seconds long.

Combats themselves are designed to be 2 to 4 rounds in length.

Combat is played out in a series of rounds, each roughly 15 seconds long. In each round each participant gets an action. Combats themselves are designed to be 2 to 4 rounds in length to maximize playability, risk, and drama. The short number of rounds prevents players from growing bored with current events, and the fewer number of dice rolls increases the impact of a mishap or a stellar success.

For any round which begins a melee, an initiative roll determines who gains the first hit, which can be an amazing advantage. In other rounds attacks are considered to be simultaneous.

This limitation of initiative simulates the advantage of gaining the drop on someone, but negates the overwhelming impact of reflexes and initiative apparent in other role-playing systems.

A combat round action usually consists of a little movement and an attack. Defending actions can be made freely.

To attack an attacker rolls 3D12. If the total is equal to or above the defender's Defense Value, the attacker has succeeded in landing a blow. Following a successful blow, the attacker adds modifiers dependent on the armor, weapon, success of the strike, and other possible factors to determine the damage inflicted by referring to Damage Tables.

A known and accepted flaw of the combat system is the brief computation required before the combat takes place. We feel a brief stint with numbers is justified by

the ease of execution of the combat rules which allows for maximum concentration on the drama of combat itself. Another flaw is that large brawls and melees are not as smooth as the standard 'duel' mode. However, a good GM should be able to carry large brawls off quite easily by writing the various Defense Values down as they are used during combat. A fair amount of organization and a little scratch paper works wonders for this system.

The combat section is headed by a brief summary of a combat round. Following the summary, the sections of the combat section are in the same order as the combat summary. Ideally, one could walk through a round of combat by starting on the next page and just going forward until the end of the round is reached.

Following these core rules are some other, extra rules regarding such things as mounted combat, assassination attempts, and animal combat.

This section concludes with Missile Combat rules.

Some Important Definitions:

Attack Success - this represents the degree to which a blow is solid or glancing. Calculate Attack Success by subtracting the value required for a hit from the actual dice role (if a hit is scored).

Class - a number which reflects the fighting ability of a character. This is usually the skill rank of the character.

Class Penalty - the number of fighting classes lost due to fatigue and damage.

Defense Target - the minimum roll the attacker needs to score a hit.

Damage Modifier - the minimum damage inflicted by a weapon to an unarmored person.

Strike Bonus - a measure of the additional damage a weapon can inflict when a solid blow is struck.

Armor Defense Rating - a measure of the amount of protection to damage an armor affords.

Combat Summary

Step (0) The Setup Calculations *page 120*

Before a combat occurs, the combatants should have calculated their relevant fighting statistics. This normally happens during character generation, but some quick calculations might have to be done at the beginning of combat if strange weapons were picked up or if the circumstances are somehow unusual.

The main statistics which need to be calculated are the Fight Classes and the Defense Modes.

Step (1) Initiative *page 123*

All characters engaging in combat who were not in combat the round before roll Initiative. If a character has just completed a combat the round before, she must also roll Initiative.

Combatants joining a combat in progress automatically gain the initiative as they may wait and choose the best moment to enter the fray.

Step (2) Declare Attack and Defense *page 124*

All fighters simultaneously declare level of attack and defense. This is how much of a fighter's concentration is spent on attacking foes or preventing oneself from getting brutalized.

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

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

If a character engaged in a non-combat action is attacked the character will be unable to counterattack since the character is preoccupied. Characters will, of course, be able to defend themselves depending on the circumstances.

All special combat maneuvers must also be declared at this point.

Note that non-engaged characters can at this point move their full rate to potentially engage someone at the beginning of the *next* round.

Step (4) Fatigue *page 125*

All active combatants must now pay their Fatigue points and lose any classes as described.

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.

a) Compute Defense Value of attacker-defender combination as detailed below.

b) Attacker rolls 3D12 and adds his current Attack Class. For more, see page 125

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 (page

126), and then apply the damage as detailed on page 128.

If it is an initial round, damage is applied immediately. In the following rounds, all damage is applied simultaneously and after all combatants have finished their attacks.

Step (6) Finish Up *page 130*

The round is finished. Any non-combat actions due for completion are completed.

All bleeding takes effect now. Any rolls to remain conscious or alive due to bleeding or other effects are also made at this time.

At this point, if there is still conflict to be resolved, resume the procedure with Step 1.

Fight Class

This is a measure of how good a character is with a weapon. It is divided into attack and defense and added to any relevant rolls for that given round.

Example of Finding a Fight Class

Jorgus has a skill rank of Sword of +3. He also has a General Weapon skill of +1 (+2 for the purposes of addition). His DEX is 35 and his REF is 32. He is using his normal sword.

First we find his total skill rank to be +5, so Jorgus has a Fight Class of 5.

However, Jorgus has a REF of 32, giving a general class modifier of +4. Also, since his weapon is medium weight, he gets a Small Arms Bonus of +6 from his DEX. Totaling all these bonuses gives a final Fight Class of 15.

The Fighting Numbers

Each fighter needs the following five general stats to do a fight. These stats can be figured out prior to any fight, and stored on a Combat Sheet. We recommend you do so. And without further ado:

Fight Class

How good the combatant is. Each weapon has a Fight Class. It includes the weapon's flexibility in use, the user's skill, and the effect of reflexes and dexterity.

Defense Target

This is how hard the combatant is to hit.

Initiative

This includes REF and armor modifications

Fatigue

This is how tiring it is to fight, based on weapons and armor. Total fatigue points available is STA.

Weapon Type & Damage

This is how much damage a weapon does if hit. It includes the effect of Strength.

Fight Classes

Fight Classes are a measure how good a character is with a particular weapon. A combatant has a Fight Class for each of her weapons, a Fight Class for her shield, if she has one, and a Fight Class for dodging.

Fight classes are essentially bonus points that are added to either the attack or defense of a character in a given round. The player gets to choose what fraction of their fight classes gets put in one or the other of these two things.

To calculate the number of fight classes for a given weapon, first find the skill rank in the relevant weapon, shield, or other fighting skill. If the character has any skill at all in the weapon, add the General Melee value to the bonus. Otherwise use General Melee skill as the rank of the weapon. The total amount is the base number of Fight Classes.

Table 41: Levels of Skill

Skill Rank	Description
No Skill	Untrained
Skill+1	Poorly trained
Skill+2	Some training
+3-5	Trained
+6-7	Well trained
+8-10	Very Well Trained
+11-16	Veteran
+17-23	Master at arms
+24-31	Weapon master
+32-up	Godlike

So the total normal Fight Class of a character with a given weapon is as follows:

Fight Class

Weapon Skill
+ General Weapon Skill
+ REF Mod
+ DEX Mod
+ STR Mod

First and foremost is the wielder's skill in a given weapon. Then, various weapons give a Strike bonus, which is added to the Fight Class. Fight Class can be used for defense, but this comes from "the best defense is a good offense." There are also Class modifiers due to the character's REF, possibly a Small Arms Modification due to the character's DEX, and a Heavy Arms Modification due to the character's STR.

The Effect of Reflexes

The Reflex ability gives a Class bonus to almost all

fighting classes. Some weapons, such as two-handed flails, do not receive this full modifier. This is noted under the weapon notes.

If the weapon can be helped by Reflex, then add the REF Ability Bonus to the weapon's Fight Class. Being fast with most weapons allows for better feints and responses to ones opponent's actions.

Small Arms (Dex) Modification

If a weapon being used is a light or medium weight class weapon, add the Small Arms modifier (which is the DEX Ability Bonus) to the weapon fighting class. Dexterity plays a large roll in the maneuvering of light weapons in a combat situation.

Heavy Arms (Strength) Modification

Strength allows one to overpower ones foes, control a weapon more easily, and in general help get the job done. This is particularly relevant for weapons of Medium weight or higher. For these weapons, add the STR Ability Bonus to the Fight Class.

Inherent Weapon Modification

Weapons also modify the number of Fight Class a combatant has. Add the Strike modifier of the used weapon to the number of Fight Classes. Note that later these classes can be used for defense, and this stems from the ancient adage, "the best defense is a good offense."

Defense Target

In combat, defenders have a variety of choices for their type of defense. They are listed as separate defense modes to make communication of intent easier. Every round the combatants declare which mode they will use.

Each mode has a base number and a few modifiers. Add any relevant modifiers to the base number and the resultant number is the Defense Level of the character. Do not be discouraged by the apparent complexity of the system; after a combat or two the numbers come naturally, and the calculation of the Defense Level takes a few seconds or less.

Table 42: Defense Modes

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

Defense Level

The Defense Level is the base value of the Defense Mode plus the number of Fight Classes allocated to dodge or defense plus any modifiers relevant such as weapon statistics.

0 No Defense

These are sleeping or disinterested persons who for whatever reason are not resisting violent advances.

Base: 3

A Moving Target

A moving target is an unaware but awake person. This defense is normally used for backstabs and other such sneak attacks. Note that standing targets also fall under this section unless they are actively trying to be immobile.

This defense is also applied to those who are bound, hanging from a cliff, or somehow very limited in their movement capabilities but still actively trying to not get killed.

Base: 10

B Shuffle/Limited Dodge

This class is for people unable to fully defend themselves due to the size or awkwardness of their weapon, or for those who are not willing to commit to avoiding an attack. Some two handed weapons, such as

mauls and two handed hammers, limit the defense class to B due to their size and awkwardness.

This class also applies to people in a combat situation who are attempting to do other things such as spell casting or binding wounds.

Base: 14

C Acrobatics/Running

This class is for mostly unarmed people dedicated to full avoidance of an attack. This class is the first real defense class with any decent chance of success. To evade in class C, the defender needs to be in medium armor or less and must have had some experience wearing that type of armor. Medium armor is anything along the lines of Light Mail. When wearing armor, there is a decent penalty, as listed in the Arms and Armor Section.

The Dodging Class

Either the Acrobatics or the General Weapons Skill is used for a dodge skill. If Acrobatis is used, then add in the General Weapon bonus. In addition, add the characters DEX Modifier to this.

Armor modifiers as listed on page 114 apply to the Dodge class.

Base: 18 - Armor Modification

D Weapon Defense

This is using the weapon as a shield combined with some footwork and judicious ducking. The Swordmasters of Carcemish use this class since the use of a shield is sacrilegious.

This defense can only be effectively used if ones opponent has a weapon which is no more than 1 weight step heavier than the parrying weapon.

Add the weapon modifier for parry to this number. This modifier is found on the Arms and Armor Chart. Some weapons are better designed for defense than others. Note that this modifier takes into account flexibility, length, reach, and speed of a weapon.

Base: 19 + Weapon Modifier

E Shield Defense

This is using a shield combined with some footwork and an occasional duck. Most knights use the Shield Defense as it is easiest and the most effective.

Not only does the shield provide the highest Defense Target base, but even if the attacker succeeds in a hit, if the hit location is the shield arm, the shield is hit instead of the arm. This provides protection for even the most incompetent as 1/6th of all blows will fall short. However, in the case of the shield being struck in this way, there is a chance of shield breakage. See Shield Breakage on page 135 for more information on this.



Note that the maximum number of Defense Classes usable when using a shield is determined by the Use Shield skill, not the Use Weapon skill of whatever weapon is being wielded.

Example of Shield use

Hamblina has a Use Shield skill of +3, trained. When defending with a shield she can therefore put a maximum of 3 classes into her shield for defense, even if her weapon skill is higher.

Base: 21

+1 if defender is using a medium or large shield.

Shield & Weapon Combo Rule

If using both a weapon and shield, the defender gets a +1 bonus to both her defense modes (weapon and shield).

This means that if a warrior could defend himself with his sword for a base Defense Level of 19, or could defend himself with his shield for a base Defense Level of 21, the warrior could defend himself with both sword and shield for a base of 22 provided, of course, the warrior had both sword and shield in hand.

THE FIGHT

In the following pages are the rules, laid out in the order needed, to do a single round of combat. Go through these rules carefully, and feel free to, at the beginning, skip over the Special Combat and Non-Combat Actions section.



Initiative

amount determined by the GM, they can get their defenses up before being hacked into bits.

The Init Score

The Init score is a character's REF plus weapon modifiers plus armor modifiers. This is used to determine who gets first strike at the beginning of a combat.

Base Initiative Score (Init)

$$\begin{aligned} & \text{REF} \\ & + \text{Weapon Modification} \\ & + \text{Armor Modification} \end{aligned}$$

Rolling Initiative

ROLL INITIATIVE

Initiative

Initiative is rolled at the beginning of any round which follows a period of resting.

Each player rolls 3D12 and adds their Init, which is their REF ability with modifiers for armor and weapons. The highest totals go first.

Initiative

$$\begin{aligned} & 3D12 \\ & + \text{Init} \\ & - \text{Classes Lost} \end{aligned}$$

For any round between combatants where no strike was attempted during the previous round, initiative should be rolled to determine who goes first. All people in the close fight add 3D12 to their Init. They then subtract the number of classes they have lost through fatigue and damage.

Whoever ends up with the highest initiative strikes first in that round. The person with the second highest initiative strikes second, etc. Any wound delivered is immediately applied unless the difference between the attacker's and defender's initiative values is zero.

If, in addition, a combatant's weapon is sheathed or unready, she must draw it, which normally gives a penalty of 10 to the initiative roll. Of course different weapons have different methods of being readied. The GM should adjust this modifier as is necessary. The modifier of 10 is the time for a normal soldier to draw a sword from a hip scabbard.

During subsequent rounds, strikes are considered virtually simultaneous due to the chaos of a melee. All strike effects are applied at the end of the round, after all actions have been resolved.

Surprise

Initiative can also be used for surprise. If one party surprises another, as in an ambush situation, then if the defenders beat the attackers on an initiative roll by some



Declare Attack and Defense

DECLARE ATTACK AND DEFENSE

Each character has a certain number of fight classes given which weapon is being used, how tired the character is, and how injured the character is.

At this point all characters simultaneously declare how many of their classes are going to attack and how many are going to defense. They also declare what kind of defense they are going to employ (use their shield, shuffle/limited dodge, etc.)

If a character has negative classes, this allocation still takes place, but it is whether attack or defense will be sacrificed.

If a character has a shield and weapon, or is using 2 weapons, then they have the greater number of fight classes of the two choices to allocate. However, they can not use more classes for a weapon or shield than it would have had alone. This means, for example, that if a fighter had a 10 classes of shield and 2 for sword, the best attack would be 2, leaving 8 for defense. In no case would the character be able to allocate more than 10 classes.

A character's defense works against any number of opponents, although the character will suffer a -2 defense penalty for each opponent being defended against beyond one. As for multiple attacks, one should see the special maneuvers on page 132.

A defender has a given Defense Level of their Defense Mode plus any fight classes allocated to it.

Special Combat and Non-Combat Actions

DECLARE ADDITIONAL ACTIONS (IF ANY)

Combat usually consists of standard attack and defense, but sometimes special maneuvers are called for. In addition, some people in a combat situation might be doing other things, such as preparing a spell, unlocking a door, or binding wounds.

Any action not directly involved in combat is considered a non-combat action. These actions are described under their individual sections. Spell-casting during combat, for example, is described in the Spell-casting section. However it should be noted that universal feature of these actions is they are always declared at the beginning of the combat round. Note that the GM might allow several actions if they are all short enough to be completed within 15 seconds; here the GM must use her judgement. For example, one might be able to drink two or three small potions in 15 seconds.

Special combat actions are described on the following pages. The main combat action is attacking an opponent. However, sometimes people want to do things not covered in the basic rules. Most of the 'odd' circumstances are captured by the following rules regarding specific types of action. The main types of special combat maneuvers are:

Table 43: List of Special Actions

Attacking a Shield
Called Shots
Charging
Disarming Attempt
Grappling
Mighty Blow
Multiple Attacks
Multiple Weapons
Overbearing
Perform a Short Action
Resting

These actions are declared at the beginning of the round. If needed these maneuvers should be declared in reverse order, from the person with the lowest RE statistic to the person with highest RE statistic, before the 1D12 is rolled for initiative.

See Special Combat Actions on page 131 for descriptions and rules of the above.

Fatigue

REMOVE FATIGUE POINTS

Fatigue is a measure of tiredness in characters because when characters are winded they perform less well. Characters start, if completely fresh, with STA fatigue points. If they have been doing active things, or have not slept, or something like this, the GM may assign fewer than this number to start, or even assign a beginning Class loss representing the loss of coordination due to fatigue.

Each round of fighting takes its toll. Heavy armor and bulky weapons also take their toll. To represent this, combatants lose fatigue points at the end of every round. Remove 3 fatigue points, plus any additional due to equipment or other circumstances, from available fatigue.

Fatigue Cost

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

If fatigue reaches 0, then the character loses 1 fight class, and gains another STA fatigue points to again slowly trickle away.

Berserk and Spiritless

Remember that people who are berserk never lose fatigue points.

Spiritless Abominations also never lose fatigue.

Optional Fatigue Rule

If desired, and for greater subtlety of fatigue, when a person runs out of fatigue and goes negative, take these extra lost points from the new batch of fatigue points gained by losing a class.

Fatigue Cost of Weapons

Weapon fatigue comes from the weapon's weight. Use the following table.

Table 44: Fatigue Cost due to Weapon Weight

Weight	One Handed Use	Two Handed Use
L	0	0
M	4	2
H	8	4

Making an Attack

ROLL TO HIT: 3D12 + ATTACKING BONUS

To make an attack the attacker rolls 3D12 and adds its current Attack Class and other numbers.

Attack Roll

$$3D12 + \text{Attack Classes} + \text{Various Modifiers}$$

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

Defense Level

$$\text{Defense Target} + \text{Defense Classes}$$

Once the attacker makes the roll, a number of things can happen. Firstly the roll can be equal to or higher than the Defense Target which means the attacker has successfully struck the defender and should proceed to roll damage. The other two possibilities are fumbling or a weapon strike.

Table 45: Attack Roll Results

Roll	Result
3, 4, or missed by 20+	Fumble See page 135.
Missed by 1	Weapon or Shield Hit See page 135.
Hit by less than 5	Glancing Blow 1/2 damage
Hit by 5+	Normal Hit
Rolled 35, 36	Add another 3D12 to roll (the Hero's Rule)

Modifiers

There are some possible modifiers to the defender's Defense Level. Some of these modifiers depend on the defender's Defense Mode, and some are universal. The most import, outnumbering, is described below. The others are presented and explained on Terrain, Position, and Fighting Conditions on page 133.

Outnumbering

For each extra opponent being defended against, the

defender gets a -2 penalty to all of their defense.

Determining Hit Location

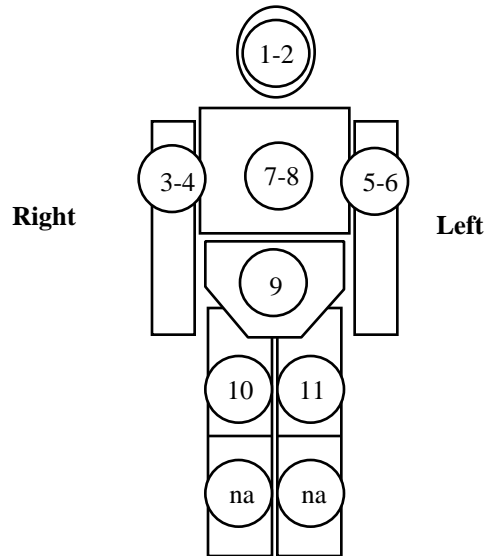
DETERMINE HIT LOCATION

Once the attacker has hit, the next step is to determine where the attacker has hit (unless the attacker had successfully targeted her attack, or some other circumstance has previously determined where the defender was hit).

To find the hit location, roll a 1D12 and consult the Hit Location Table, below. Note that the GM should use her discretion in this roll, and modify it freely due to circumstance. It is unlikely a person fighting waist deep in water would be hit on the leg, for example.

If the hit location rolled happens to be protected by a shield (i.e. the shield arm), the shield is struck and may be broken. See the Breakage rules on page 65.

The general areas of a body are head and neck, arms, chest, groin, upper legs, and the lower legs or shins. The lower leg areas are never hit unless specifically targeted by a called shot or through the weapon default of a kick. This absence from the hit location table is due to the general risk involved in targeting the lower legs.



12: Weapon Default

Weapon's Default

Unless otherwise noted a weapon's default depends on the damage type. The only time it does not depend on the weapon type is during a Grapple attack as described under Special Combat Actions on page 131.

Weapon Default is to better capture the different



fighting styles inherent in different kinds of weapons.

Table 46: Weapon Defaults

Weapon	Location
Bludgeon	Head
Slash	Opposite Arm
Pierce	Body
Chop	Opposite Arm
Slash/Pierce	Body
Claw	Body
Bite	Head (Neck)
Punch	Head
Kick	Random Lower Leg



Computing Damage

DETERMINE AMOUNT OF DAMAGE

To determine the final damage done to a character when hit, you use the formula below. In english, it says take the Damage Level and add the Attack Success (as defined on Attack Success on page 128), and subtract the protection value of the armor. Finding these three things is described in sequence below.

Damage Total

$$\begin{array}{r} \text{Damage Level} \\ + \text{Attack Success} \\ - \text{Armor Defense Rating} \end{array}$$

Please see Armor and Helmet List on page 114 to get the specific Armor Defense Ratings.

Each weapon does a different type of damage, and there is a separate damage table for each of these types. To determine the damage done, look up the Damage Total on the proper table. The tables are found on the following pages.

Damage Level

The base amount of damage a weapon does is its Damage Level. Loosely speaking, the higher the Damage Level, the more damage a weapon does.

To compute damage level, take the base amount of damage a weapon does, and add the bonus for strength. The damage modifier due to strength is easily calculated by taking the wielder's strength above 20, divided it by 4, and doubling it if the weapon is being used with two hands, since two handed weapons put extra strength to better use. Note that this strength bonus is adjusted to take into account some weapons could give a damage bonus for wielders who are not technically strong enough to wield the weapon.

The Damage Level of a weapon is modified by the armor on the struck area. To determine the effect of Armor on the Damage Level, take the penetration level of the weapon and the resistance type of the armor on the struck area and consult Table 47. Multiply the Damage Level by the value listed after adding the modifiers for strength. Now round off the Damage Level to the nearest

whole number.

Table 47: Armor's Effect on Weapon Penetration

Armor Resistance Type	Weapon's Penetration Level			
	None	Light	Med.	Heavy
None				
Light	x1/2			
Medium	x1/4	x1/2		
Heavy	x1/8	x1/4	x1/2	

Attack Success

This is how much the hit succeeded by. If it was made by 10, add 10. If it was made by 2, add 2.

Armor Damage Modifier

The second thing Armor does is reduce the impact of weapons by absorbing damage point. The armor's defensive rating is how many points it soaks, and simply subtract this amount from the damage total.

Sir Ordin and the Mog, cont.,

The Mog rolls a 27 on his swing against Sir Ordin. He adds 2 for his Attack Class getting a total of 29, a solid hit since he only needed a 23. He then rolls hit location, getting a 7 on a D12 which is a torso hit.

*Now recall the Mog is using a Table Leg, which the GM has determined acts like a wooden club with a Damage rating of 2. The Mog has a +2 strength bonus giving a total damage level of 4. Sir Ordin is wearing light mail. The table leg has a penetration of L so the final damage base is $4 * 1/2 = 2$. Now we add the 6 success levels to get a total hit of 8.*

Light Mail absorbs 7 of these 8 points, reducing the Mog's hit to a feeble 1.

The Mog now looks up a 1 hit on the Light Bludgeoning damage table found on page 102.

Using the Damage Tables

APPLY DAMAGE

There are a number of things to be aware of when using the Damage Tables. Damage is expressed in a number of ways. Damage is either applied immediately in a round where initiative was rolled, or at the end of the round when everything is considered simultaneous. If it is to be applied immediately, any penalties will take effect for any attack or defense attempts to come. In the case of penalties (such as loss of classes) that can be divided between attack and defense, assume an even split.

Damage tables are on page 144

Class Loss

The most common damage effect is a loss of Classes. The Class Penalty is a loss due to shock, pain, frustration, bruised muscles, and fatigue. The class penalty is subtracted from the sufferer's fight classes. They also act as a penalty for Initiative rolls. The classes are regained through healing as described in the Medicine Section.

When the damage table says the victim loses some number of classes for the next round, the classes take effect immediately if it is an initiative round.

If the damage table says -x/-y classes lost, that means the target loses x classes for the remainder of the round and the following round, and then drops to y classes lost for the remainder of the fight. So for example, "-5/-2 classes lost" means 5 classes are lost for the remainder of the round and the following round, and then it drops to only 2 classes lost for the remainder of the fight.

Bleeding

Another form of damage is bleeding. Bleeding can either be a number of blood points lost each turn or a set number of blood points lost, total. Blood is lost at the end of the round.

Humans have 20 blood points.

Each person has a number of blood points determined by their race. Humans have 20 blood points. Blood points represent the amount of blood contained in the body.

If a person is at half normal level or fewer blood points, all actions have a penalty equal to the amount of blood under the half way point in classes. For example, a human at 6 blood points would be at -4 classes due to dizziness and blood loss, in addition to any other classes lost through fatigue and damage.

When a person reaches 0 blood points, the person passes out unless a normal Shock/Stun roll is made with a penalty of 3 for each point below 0. However, a person still needs to make Shock/Stun rolls each round. If this roll is ever failed, the person dies.

If a person ceases fighting, the bleeding rate is

immediately halved. If a person passes out, the bleeding rate is immediately quartered.

Injury

Sometimes the damage table says the victim has a broken bone, concussion, or some such thing. The damage table also lists the immediate effects, and the long term effects as well as healing information is found in the Medicine section of the rule book.

Incapacitation

When a character is incapacitated, the character can take no action. Talking is also limited to gasping sentences or short screamed phrases. If the character is attacked, the only defense mode available is A.

Size and Damage

Animals range from Tiny to Very Large. A weight or size class is the number of steps between these two extremes. The various weight and size classes are:

Table 48: Sizes of Creatures

Tiny - Mouse, Squirrel

Small - Cat, Fish

Medium - Goblin, dog

Large - Human, Ssall

Very Large - Horse, Cow, Istain's Children, Shark

Huge - Elephant, Istain's Baine

Gargantuan - Dragon, Whale, Giant Squid

The size of the attacker greatly effects the damage caused by weapons, punches, kicks, bites, and maulings. For every size class the attacker is smaller than the defender, the damage roll is reduced by 1 full Damage Level, described below. For every size class the attacker is greater than the defender the damage roll is increased by 1 full Damage Level.

A Damage Level is the description associated with a range of rolls. For example, on the Light Bludgeoning table, the Light Blow damage level is the 0-5 range. The Medium Blow damage level is the 6-15 range.

When, as in under Brawling rules, the damage is to be increased or decreased by a damage level, roll damage normally, and then shift up or down 1 full level to find the final damage description.



Finish Round

The round is now finished. At this point bleed any characters which are bleeding, determine who died, what results of actions are, and all of this random stuff.

If there is still fight left in anyone, then start over at the beginning, and go another round.

If not, the fight is over and pick up the pieces and go home.

Some Final Notes on Using the System

Using the combat system can either be a chore or a breeze. Here are some hints to make it the latter.

Have tokens

Use tokens for fight classes and fatigue points. This makes it easy to do the allocation of fight classes at the beginning of the round, and makes it easy to keep track of fatigue at the end.

Precompute Everything

Fill out the Fight Sheet completely, so all the numbers are readily on hand. When these are all done, the system is almost the same level of complexity as, say, a certain D20 system.

Know when to cheat

If you are the GM, know when to cheat, ignore rules, and cover it with vivid description. Description is everything. Encourage players to make up their own special moves, and make quick rulings on them. Being fast and arbitrary is more exciting than slow and methodical.

Details

What follows are details for special combat situations, and some optional rules.

These are presented separately as they rarely come into effect, or are an added layer of complexity we do not recommend employing until one is comfortable with the system.

But do not discount them, they can be useful, as ideas if nothing more.

Movement and Charging

Both speed of travel and distance covered per round are important for combat. In addition such factors as fatigue due to running can weigh heavily in determining the outcome of a fight.

Below are some speeds of travel, the distance they cover in a round, and also the charge modifiers, which are discussed more in full after the table.

Table 49: Speeds of Travel

Speed	m/rnd	Charge
Human		
Walking	20	NA
Jogging	45	x2
Running	60	x2, x3
Sprinting	170	x2, x3
Horse		
Walking	30	NA
Trotting	100	x2, x3
Galloping	250	x3, x5

Fatigue

Running around is tiring. For a jogging speed all fatigue costs are doubled. For running, the cost is tripled. For sprinting cost is quadrupled. Riding is equally tiring regardless of what the horse is doing.

Charging

When charging, attackers move their full move directly towards their opponent. Attackers can only charge if they have enough space to reach full running speed. Those with the longer weapons win the initiative for a charge.

The multipliers listed on the table above are for breakage chances, damage, and strength bonuses. The second number, if there is one, is applied if the weapon is braced or designed for the charge, for things such as lances, spears, and teeth and claws for animals. Both sides get the multiplier.

Movement Notes

We based the running speed on the 7 minute mile. The jogging speed was based on the 9 minute mile. The walking speed was based off a speed of 3 miles per hour.

For horses we decided horses walk slightly faster than humans (4 miles per hour), gallop at a furious rate (25 m.p.h.), and then we merely guessed on the trotting speeds.

A rate of one mile per hour turns into 6.77 meters per round.

Special Combat Actions

These are the special rules for various special kinds of combat maneuvering one might encounter. The really bizarre--"I want to swing from the rope and kick with the spear tied to my boot!"--requires a GM's decision, but for many more normal things, the rules below could be quite useful.

Attacking a Shield

If desired a combatant may attack an opponent's shield. Roll a normal attack with a +5 Class bonus. If the attack succeeds, the shield is hit.

Called Shots

"Always go for the head..."

-Snibley's 'Wisdoms' in reference to Leatherwings.

If an attacker wants to hit a specific area or object that the defender has, the attacker must call the shot at the beginning of the round. The attacker then has a -2 class penalty to hit. If the attacker manages to hit, roll a D12 and add the attacker's AC. If the defender is actively protecting the targeted area, subtract the defender's DC. It is assumed that all humanoids always protect the head and any lightly armored area of the body unless they are deliberately not attempting it.

If the total is 7+, then the attack hit the desired location. Otherwise the attack hit randomly on the body. Note that some locations might be harder to hit than others, so the GM might want to change the roll required to a different number. Some target numbers are as follows:

Table 50: Called Shots

Area	Roll Rq.
Foot	10+
Hand/Flask	9+
Head	8+
Legs	8+
Neck	9+

Disarming an Opponent

Sometimes a combatant wants to disarm an opponent. The rules for this are simple. Just before attacking, the combatant declares he is attempting a disarm maneuver. If the combatant hits by more than 10, the opponent is disarmed. If the opponent is using Weapon Defense, then the attacker needs to exceed the required amount by only 5.

Any further disarm attacks against the same opponent are doubled in their difficulty for the remainder of the fight.

Also, if a combatant wants to, they may sacrifice a Fight Class for an entire fight to double the difficulty of

any disarming attempts made against them.

Doubling the difficulty means that instead of needing to succeed by 10, the attacker needs to succeed by 20, and 5 goes to 10.

Grappling

Grappling is when an attacker attempts to pin an opponent to the ground or otherwise immobilize him.

To Grapple with someone, the attacker declares the attempt before attacking. The attacker then attacks normally with a punch attack. If it is successful, the attacker has grabbed onto whatever is rolled on the Hit Location table. Since a grapple is two armed, roll twice on the Hit Location table. If the Weapon's Target is rolled, the attacker may choose desired location.

Once grappled, the stronger of the two fighters will immobilize the weaker. However, add twice the combatants' Brawling class to their Strength values. Once one of the fighters is immobilized, the victor can attempt to punch the victim. After each punch, the victim gets to make a normal Grapple attack to gain freedom. If the break grapple attack fails by 3 or less, the defender still gains a +3 strength bonus which might turn the tables in the fight.

Mighty Blows

"Hold as many weapons as you can, swing them as often as you can, put as much strength behind them as you can... and don't miss."

-Proctor Gamble to his last class at the Sampson-Right Institute of Military Perfection

The Mighty Blow is when an attacker over-swings his weapon in an attempt to increase the level of damage. In this case, halve the Fight Class. Then add one to both the weight and penetration classes of the weapon. All chances of breakage are doubled. Also double the damage rating, including the strength bonus, for the weapon.

Since the effect of this is tiring, the character loses 5 extra points of fatigue at the end of the round. In addition, defense is slightly worse, so the attacker suffers a -1 in defense that round and the following round.

Sir Ordin, to protect his lord, is attempting to delay a large Mog's entrance into a room. Due to this he elects to use Complete Defense with his shield. He has a Shield Defense Class of 3. He will, of course, not give ground. So Sir Ordin doubles his Defense Class, ending up with a 6, but he does not get a +2 for Complete Defense as he is not giving ground.

The Mog slave, eager to avenge his ancestors, elects for a Mighty Blow with his stolen table leg. His normal Use Small Bludgeon Class is 4, but is now 2 due to his reckless effort.

Multiple Attacks

For attacking, an attacker can divide his Fight Class

across multiple attacks before applying any modifiers due to conditions. For each extra attack made, there is an additional -1 penalty to the strike roll.

Each attack must be at least a +1 bonus at the end of the calculation. This means that a fighter with only 2 attack classes could not attack more than once in a round. In addition there is an extra cost of 2 fatigue point that round for every attack beyond the first. Note that this does allow multiple attacks against a single foe.

Note that some weapons, such as two-handed flails, Sanctifiers, and mauls, can not attack more than one time per round. These weapons are noted in the weapon descriptions.

Multiple Weapons

Attacker's using two weapons can choose to use either weapon in an attack. Furthermore they get a bonus if they defend with the non-attacking weapon as described on page 121. This represents that an offhand weapon usually aids in the chance of getting the primary weapon in for a strike by being defensive

However, if desired, the multiple-weapon user can make an attack with each weapon with no additional penalty for fatigue at the end of the round, and without the normal -1 penalty discussed in Multiple Attacks, above.

Overbearing

Overbearing is when an attacker attempts to knock over an opponent and land on top of him.

To Overbear someone, the attacker needs to declare the action at the beginning of the round. The defender may attack before the attacker attempts to overbear. If the defender had lost initiative in the round, his attack is at a +3 class penalty. The attacker may only use defense class A or B. The attacker is considered to be charging as described in page 131 for purposes of damage for both the attacker and defender. The attacker makes a normal attack, and the defender must use either defense class A, B, or C. If the attack hits, roll a D12. If the roll is less than twice the difference of weight classes of the attacker and defender plus the amount the attacker hit by, the defender is knocked to the ground with the attacker on top of him. The next attack for either party can be a Grapple at +5 bonus. The attacker is considered to have +3 strength due to being on top.

Perform a Short Action

Sometimes, a combatant may wish to do something not related to combat while still engaging in combat. For example, a person might want to kick a weapon on the floor away from an opponent and attack, or drink from a canteen while fighting. Both actions should clearly be allowed; combat rounds are 15 seconds long after all, and neither action takes much time or concentration. The

GM must use his judgement in assessing what actions may be permitted while in the midst of combat.

Many actions may be possible but will either (1) reduce the effectiveness of an attack, or (2) make an attack impossible but are compatible with full defense. For example, the GM might rule that it is possible to fully defend while drinking and that one who drinks a potion may attack at -2. The number of possible actions are infinite, so we must leave rulings in the hands of the GM.

Resting

Each round, if the person elects to not attack and to instead rest, he can regain 1 Class of fighting ability lost due to fatigue if the person does not even have to defend. During a round of rest the person can move at walking or jogging pace, pick something up, change weapons, or some other action.

Note that if a combatant is resting and is then required to defend himself, he can either elect to not defend to have a class regeneration, or can defend normally, but not get the benefits of rest, but not lose fatigue that round either.

Terrain, Position, and Fighting Conditions

Terrain can have a profound affect on combat. The following is a list of suggested modifiers to the Defense Level given certain situations. Penalties for attacking are added to the opponents Defense Level. Penalties for defending are subtracted from ones own Defense Level.

Due to the complexity of the problem of terrain and the vast number of possibilities of fighting situations, the following modifiers are suggestions only, and should be freely adjusted by the GM depending on circumstance.

Table 51: Fighting Modifiers

Feature	Class Modifier
Backed against wall	-1 -3 if dodging
Unable to fully wield weapon	-2**
Broken ground	-1
Higher ground	+1*
Retreating up steps	-1
Waist deep in water	-2
Flank attack	-1
Rear attack	-5
Very Dim	-6
Dark or Blind	-10
Perform a Short Action***	varies

*Those on higher ground can not hit the legs of those on lower ground. All leg shots should be considered head shots. Those on lower ground can not hit the heads of those on higher ground, so all head shots should be considered leg shots.

** -4 if using a Class D Weapon defense.

*** See page 132 for a brief discussion.

Example of Fight Modifiers

Murgle the Mighty is backed against the wall, and is being harassed by 3 street thugs. Murgle's Sword Class is 16, divided 12 and 4 and the thug's (all cleverly exactly the same so the GM can run the fight easily) each have an attack class of 2 and defense of 2. Murgle decides to put 4 classes against each thug. All the thugs decide to attack. For defense, then, Murgle has $4 - 4 = 0$ classes, since there are 3 thugs attacking Murgle. Murgle also gets a -1 for being backed against the wall, putting him at -1. Now Murgle has a base Defense Target of 22, and subtracting 1 gives 21 to hit him. Murgle is perhaps a bit overconfident.

When Murgle attacks, he wants to kill everyone so as mentioned he attacks all 3. His final attack class for each thug is $4 - 1$ for multiple attacks = +3 which may be high enough to do the job. At the end of the round Murgle will be making his Fatigue check with a +4 penalty for the 2 extra



attacks.

Optional Rule

The weapon modifiers can only add a bonus equal to or less than the base class in the given weapon. A weapon can penalize only to negating all skill ranks, but not more than that.

D-Defense Modifier due to Weight of Opponent

When using a weapon as a means of defense, the weight of the weapon can play a large roll in how effective it is. Given this, use the modifiers on the table below.

Table 52: Opponent Weight Modifiers

For D-Weapon Defense Mode

Opposing weapon heavier by 1 step	-3
Opposing weapon heavier by 2 or more steps.	-7

Grand Table of All Modifiers

The following is a list of all basic defense modes and modifiers and numbers needed for combat.

Table 53: Defense Modes

0 - No defense	3
A - Moving target	10
B - Limited dodge	14
C - Dodge/Tumbling	18
D - Parry/Weapon Defense	19
Offhand defense	+1
Attacking weapon heavier by 1 step	-3
Attacking weapon heavier by 2 or more steps.	-7
E - Shield	21
Medium shield or larger	+1
Shield and Weapon Combo	+1
General Modifiers	
Backed against wall	-1
	-3 if dodging
Unable to fully wield weapon	-4
Broken ground	-1
Broken ground	-1
Higher ground	+1
Retreating up steps	-1
Waist deep in water	-2
Flank attack	-1
Rear attack	-5
Very Dim	-6
Dark or Blind	-10
Performing a Short Action	varies

Fumbling

“Sometimes you just can’t hold onto your sword.”

-Jangus of the Red Dawn

If an attacker fails an attack by more than 20 or rolls a 3,4, or 5 for the attack, the attacker has fumbled. Roll 1D12 on the following table and add the current Attack Class. The GM should make adjustments depending on circumstances or specific and unusual weapons.

Table 54: Fumble Table

Roll	Result
1-2	Lose weapon, trip and fall to the ground, and unable to defend current and following round.
3-4	Lose weapon and unable to defend current and following round.
5-6	Lose weapon.
7-9	-4 Classes following round and remainder of current round. Disarm attempts are at +5.
10-11	-2 Class following round and remainder of current round. Disarm attempts are at +3.
12 or up	-1 Class following round and remainder of current round. Disarm attempts are at +1.

Equipment Strike and Breakage Rules

There is something exhilarating about cutting ones way through shields, snapping swords on helmets, and destroying equipment in a brutal scuffle for life. To capture this aspect of war, we have breakage rules, which are described in full below.

A weapon strike happens when the attacker misses the defender by 1 and the defender is using a shield or weapon defense. In this case the attacker’s weapon has soundly hit the defending object and both things have a chance for breakage.

Shield Breakage

If a shield is struck by a shield breaking weapon, there is a chance the weapon could destroy the shield. Shield strikes occur when an attacker achieves a successful hit on the shield arm of the defender, has missed an attack by 1, or has executed a successful Shield Attack.

When a shield is hit, calculate shield damage by adding the Attack Success, the weapon’s damage rating modified for strength, and any shield breaking bonus the weapon may have. If this number is greater than the shield’s resistance, the shield breaks. If a shield does not break, but the damage is at least half the shield’s resistance, the resistance goes down by one fourth of the damage scored against it.

If a shield is hit by a medium weight weapon of any sort or heavier, and is unscathed, lower its resistance by 1.

If the shield is broken, immediately roll another attack against the arm. The Defense Class of the arm equals the Shield Defense Class of the arm’s owner.

Broken shields are unusable for defense.

Example of a Shield Strike

Sallaporia, in the fight now called the Final Song of Poria, used a large wood shield. Her opponent, the pirate Marak, used a two handed ax. He achieved a shield hit by rolling a 34 against a Defense Level of 25 and then rolling a 6 for hit location. Marak cleaves through the shield. He then rolls an attack against the arm with a target number still equal to 25. He rolls a 30, and achieves a +5 hit against Sallaporia’s arm. Her arm was covered in Mail with a defense of 17.

Shield Leakage

Any strike against a shield by a heavy weapon or larger can damage the wielder regardless of the shield’s existence.

Give a bludgeoning blow to the shield arm of 1/4 the damage done against the shield in the event of the shield not breaking in these cases.

Weapon Breakage

“A good shield is something to covet but not attempt to break.”

-L. Brumble the Kudite



If a fragile weapon hits a shield, weapon, or hard object such as medium or heavy armor, roll 3D12 against its Resilience rating. If the roll is under its rating, the weapon breaks. If the roll equals its rating, raise the rating by 1. Fragile weapons are noted in the Arms and Armor section.

If a weapon is struck by or strikes a heavier weapon add 5 to the Resilience rating per difference in weight class for that roll. If a weapon hits a shield add 5 to the Resilience rating, and if a weapon hits heavy armor add 5 as well.

Armor Wear and Tear (Optional)

Armor gets used, and the way to capture this is with the rules below. All pieces of armor have damage points, called shivers. With every damaging blow received by a weapon which it is vulnerable to, noted below, add a shiver to the armor.

For every 5 shivers a piece of armor takes, subtract 1 from the effectiveness of the armor in that area until it is repaired.

Table 55: Armor Vulnerabilities

Armor	Vulnerable To
Light	Slash, Slash/Pierce, Pierce, Chop
Medium	Slash, Pierce, Chop
Heavy	Slash, Pierce, Chop
Very Heavy	Bludgeoning, Pierce, Chop

For Bludgeoning weapons against heavy armor it should be noted that light weight bludgeoning weapons should not count as a tick under normal circumstances.

Assassinations and Noise

Often the issue of whether a victim may scream or thrash before dying is highly relevant to game play. To deal with this we offer the following rough guidelines of how to determine whether a victim may make noise before death.

First, if the victim does not get killed the victim may of course do anything desired.

If the victim is killed we suggest that if the victim makes a Strike Back roll, described above, the victim may thrash or make sound before death. If the roll is failed by less than 5, we recommend that the victim can still struggle and thrash briefly before death.

Also, in the event the death prescribed is a long-term death, the victim could struggle, and in many cases yell, at the GM's discretion.

Some modifiers to this roll are listed below:

Table 56: Assassination Modifiers

Status	Modifier to Strikeback Roll
Sleeping	-10
Target-Throat	-8*
*for speaking only	

Mounted Combat

A mounted warrior can not dodge. A mounted warrior gains a +1 Class for striking and a unmounted opponent gets a -1 Class for attacking unless the footman has a pole arm. A mounted warrior has two sides which must be defended independently. The shield side can be defended with a shield, and the non-shield side cannot use the shield for defense. All strikes to a warrior from one side or another hit the appropriate arm or leg, if arm or leg is rolled on the hit location table. In addition, if the attacker is on foot, the attacker can not hit the mounted warrior's head. Consider all such shots leg shots. Conversely, a mounted warrior will never hit a foot soldier's legs. All leg shots are considered head shots.

Some weapons may not be used while on horseback. These are:

Table 57: Weapons Banned on Horseback

All two handed pole arms
All two handed flails, axes, clubs, hammers and swords
Long bows
It is impossible to reload a crossbow from horseback

Charging Foot Troops

On a charge, the knight can be using either a lance or a side arm. In the case of a lance, the knight gets a jousting roll against his target. The blow is considered to be a Mighty Blow as described on Mighty Blows on page 132. If the rider misses, he or she can elect to ride by and the foot soldier can attack if the foot soldier stood ground. If the rider hits, the foot soldier is considered to have been knocked over, and the rider can ride past.

In the case of using a side arm, the knight can swing once at any soldier passed during the horses movement. The target can swing back if the target stands their ground. The total final number of successes from the mounted warrior is treated as a Mighty Blow for determining damage.

A foot troop being attacked by a horse can either stand ground or get out of the way. If the foot troop elects to stand ground, the horseman can attack as normal.

If the foot troop elects to get out of the way, the foot troop loses the chance to attack the horse rider, but is more protected. If the horse rider is attempting to strike a dodging target with a side arm, the attempt is made at -4 classes.

Jousting

Jousting between two mounted knights is resolved by each knight rolling an attack using their lance Attack Class derived from their Jousting skill. The opposing knight must make a riding skill check with a penalty equal to the successes of the knight to remain seated. If the knight hit, his lance breaks if the opponent remained in

his seat and the lance breaks on 50% of the time if the knight is unhorsed. Note that a jousting attack counts as a charge and so damage is considered to be a Mighty Blow, as described on Mighty Blows on page 132.

Nonlethal Jousting

Jousting for sport is done by wearing heavier armor and using flimsier lances. Lances designed for jousting are designed to break more easily, and have broad tips so they do not penetrate armor easily.

To reflect this, sport jousting lances are considered to be medium penetration weapons, and in addition have half the Strike Level and Hit Bonus of normal lances.

Kicking, Punching, and Biting

Animals, and sometimes sentient beings, fight through tooth and nail. Animal fights of this nature are filled with heroic bites at necks and deadly grapples with sharp claws. Other fights of this nature are resplendent with cowardly kicks to groins and much rolling in mud.

In all these cases, the damage done is usually not that of a weapon, but something else. The following section contains brawling and animal combat rules.

First, the length class of one's arm is considered to be short. The length class of a kick is considered to be medium. Kicks and punches do bludgeoning damage. Their weight class is light and medium, respectively. Their penetration is light. Fighting rules for kicks and punches are as normal.

Hands can be used as a weapon defense. If they are being used in this manner against weapons other than light weight bludgeoning weapons, after each failed strike, the attacker gains a bonus strike roll against the arms using the same target number of the original attack which should be resolved immediately.

When attacking with a hand or a foot, there is a chance of damaging said instrument. Do this by considering them weapons and then using the normal weapon breakage rules.

Animals can attack by using teeth or by using claws. There is a separate damage table for claws and teeth. For most animals, if the animal has first knocked over the victim, the animal will get a massive bonus for a biting attack on the throat.

Statistics on Hands and Feet

Hand: Light weight, light penetration, bludgeoning damage. They do 0 damage.

Foot: Medium weight, light penetration, bludgeoning damage. They do 1 damage.

Rage and Fury

Scary animals, and the more fuzzy and ill-tempered varieties of humans, withstand pain when enraged better than the frail civilized human.

To reflect this, when an enraged animal is damaged, reduce its classes lost by 2. Berzerking humans count as animals (and rightly so) in this regard.

Some animals are more upsetting than others (and get more upset). Bears and their ilk, we suggest, should get a -3. Elephants should get a -4 reduction in classes lost.

When an animal gets hit, there are a number of options for it. It can either run or stay. When an animal makes a commitment to stay after being harmed, it usually means the animal is fighting desperately and will stop at nothing. It is a truly bad place wherever the animal is combating. The rage modifier above should capture this desperation.

Pain Tolerance

Some beasts can withstand pain, or feel no pain at all. If this is the case, we suggest using the above rules. It is up to the GM to decide the levels of class reduction.

Remember that Class Penalty is partly due to shock and pain, but it is also due to loss of physical capability. A mostly severed arm, regardless of the pain, is just not going to do much of anything except bleed.

Missile Combat

Shooting missile weapons is much the same as melee combat. To fire a missile weapon, compute the target's Defense Level with the tables below, and then execute an attack as normal. The main difference is you use the missile fire hit location chart on page 141 instead of the melee weapon chart.

The firing rate of bows is 2 arrows per round. Crossbows have variable times of reloading of between 1 and 3 rounds. Thrown weapons can be thrown at a rate of 2 per round, provided the ammunition is available.

Table 58: Base Target Number

Range	Base
Point Blank	25
Short	30
Medium	25
Long	40
Extreme	45
Ridiculous	50

Ranges in actual meters are weapon dependent. Take the base defense value above, subtract the archer's bow class, and then add any modifiers below. Note that thrown weapons are never at point blank range due to the difficulty in throwing them in the first place. Some weapons may also have modifiers which should be added to the Base Defense rating.

Table 59: Modifiers for Missile Weapons

Category	Type	Modifier
Wind:	None	+0
	Light	+5
	Moderate	+10
	Heavy	+15
	Tornado	+20
Aiming:	Increase rate by 1	*
	1 extra round	-5
	2 extra rounds	-10
	3+ extra rounds	-15
Motion of Target:	Rider - Galloping or Trotting	+10
	Running	+10
	Jogging or Walking	+5
	Stationary	+0

Table 59: Modifiers for Missile Weapons

Category	Type	Modifier
Target's defense:	Flying objects	+10
	Wall shield	+10
	Large shield	+5
	Medium shield	+3
Motion of Firer:	Small shield	+1
	Horseback - Galloping or trotting	+10
	Human - Walking	+5
Target Size/Number:	Many Targets	**
	Large Target	-2
	Huge Target	-4
	Small Target	+1
	Tiny Target***	+5
	Prone/Supine human	+2

* See rules for information on firing extra quickly.

**See rules for notes on many targets.

***Tiny targets are things such as apples and coins.

Damage and Range

Damage goes down by 1 point per range class beyond point blank. This means Short range is -1 Damage, Medium is -2 Damage, etc. Weapons do not reach beyond Ridiculous (R) range.

Dexterity

Dexterity affects ones abilities to use missile weapons due to the finesse associated with using such devices. Due to this, add the Dexterity Ability Modifier to the Attack Class of any missile weapon except for crossbows and firearms.

Rate of Fire

The Rate of fire is the number of shots a person can take per round. A Rate of Fire of 2 means two shots may be taken per round at no penalty. A Rate of Fire of 1/2 means a shot may be taken every other round, beginning with the round after the attack wants to fire.

Note that if a person has been aiming, the aiming bonus is added in full to the first shot that round, 1/2 is added to the second shot that round, etc.

Aiming

An archer may spend a long time aiming at a still target to get a bonus. A randomly moving target can only be aimed at for a maximum bonus of -4 for 2 rounds of aiming.

Firing Multiple Shots

Some missile weapons can be fired at a faster rate than their norm. They each have a Fast Fire Penalty (FF Pen) which is subtracted from all attack rolls made. The rate of fast firing is 1 greater than the normal rate, so a bow goes from 2 shots to 3 shots at the fast rate.

Note that crossbows can not ever fast fire.

Cover

Cover does two things. First it makes the target harder to hit. Second it acts as armor against protected areas. Reasonably, if someone is standing behind a wall, their legs are impervious to arrow fire. To capture this, shrink the size of the target, and ignore all leg hits, should the archer be successful.

Some cover is thin and just conceals the target. For this, simply add a modifier to hit. In some cases the GM might wish to give some armor bonus as well. For example, if Grak is hiding behind a hanging rug in a market, and he is hit by a crossbow bolt, the GM might assign a Light 10 armor since the bolt had to penetrate the thick rug.

Multiple Targets

Many targets are things such as military units and herds of deer. The maximum bonus from this is -10. This is when the people are clustered together, such as hoards running across planes, etc. Also, the damage bonus from the extra hits is halved when firing at a general group instead of an individual person.

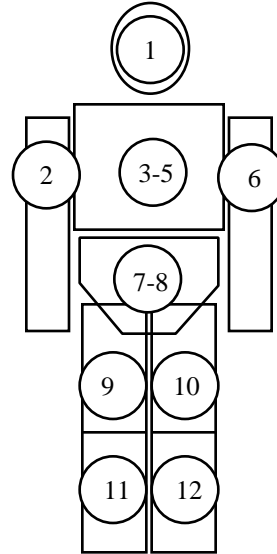
When firing on multiple targets, the archer gets a bonus equal to the number of people divided by 10, round to the nearest value. (So a +6 from 2 extra hits goes to a +3.)

Hitting People by Mistake

To hit a friend is to err.

If a hit roll is missed against a target in a group of people, such as a crowd or combat situation, roll a 3D12 with a target number of 20. Consider this as an attack against a random person other than the target who is close by in the combat.

Missile Fire Hit Location Chart



Some Notes

For the record, the ranges and damages of our missile weapons are based in part on data collected by medieval scholars.

They say the following interesting facts:

A Composite bow can pierce armor at 200 yards.

A longbow can kill a horse at 250 yards.

Table 60: Distance vs. Range Classes for Common Weapons

Name	Ranges					
	PB	S	M	L	X	R
Bow	5m	25m	50m	80m	130m	240m
Bow, Composite	5m	30m	60m	100m	300m	550m
Bow, Short	5m	25m	40m	70m	110m	200m
Crossbow, Light	5m	25m	50m	100m	160m	280m
Crossbow, Heavy (Arbalast)	5m	35m	70m	150m	240m	400m
Crossbow, Medium	5m	30m	60m	120m	200m	350m
Dagger	NA	2m	4m	8m	16m	32m
Javelin	NA	10m	30m	50m	75m	150m
Hand Ax	NA	2m	4m	8m	15m	30m
Longbow	8m	30m	60m	120m	200m	350m
Sling	NA	20m	40m	80m	140m	275m



