

Combat Summary

1. Roll Initiative (only 1 st round)	1d100+Initiative (CON+SPE+AGI). Missile first, then thrown and melee.	
2. Attacker state attack	A	Aiming (body if nothing stated)
	B	Blunt, edge or point. (Highest if nothing stated)
	C	Special attack (see <i>Combat Options</i>)
	D	Subtract/add range, special penalties, injury etc
3. Roll attack(s)	1d100 + weapon skill rank (+- bonuses/penalties)	
4. Defender states defence <i>(Only 1 defence per attack except dodge & unweave/interfere which can be used vs multiple attacks)</i>	Dodge	1d100 under AGI x 3
	Grapple	1d100 under attack x 0.6 <i>(Not vs missile & thrown)</i>
	Weapon block	1d100 under attack x 0.6 <i>(Not vs missile, only 1/2 vs thrown)</i>
	Shield block	1d100 under attack x 0.6 <i>(1/2 vs missile, full vs thrown)</i>
	Arm/leg block	1d100 under attack x 0.6 <i>(Not vs missile, only 1/2 vs thrown)</i>
	Counterstrike	1d100 under attack x 0.6 <i>(Not vs missile & thrown)</i>
	Unweave/Interfere	Roll under moon skills
	Ignore	Unaware of attack. No roll.
5. Roll defence	Roll under appropriate defence. CF = 0 defence MF = defence skill x 0.3 MS = defence skill x 0.6 CS = defence skill x 1	
6. Check result on attack table	Subtract defence value from attack value. Consult table.	
7. Roll hit location	1d100 on appropriate table. (Depends in aiming.) Remember/use second digit for Injury Points	
8. Roll injury	1-4d6 + weapon damage + injury bonus + special Subtract armour value +- size and consult table	
9. Determine final injury	The last number of the Hit Location roll determines the IP (the 7 in 47 or the 4 in 24). Add 0, 10 or 20 depending on severity.	

Aiming Bonus

0 rounds	+0
1 round	+ AIM
2 rounds	+ AIMx2
(3 rounds	+ AIMx2.5*)

*Only for 16+ STAT characters

Blocking

Roll 3d6 vs weapon quality

Effects of injury (See Injuries and healing for more details)

E = Shock roll. Roll #d6 vs CON or fall unconscious rnds = pts failed. (+tact. adv. opponent)

F = Fumble roll. Roll #d6 vs AGI or drop weapon/tool etc (+tactical adv. for opponent)

S = Stumble roll. Roll #d6 vs AGI or fall prone. (1 rnd to get up) (+ tact. adv. opponent)

K = Kill roll. Roll #d6 vs CON or die

B = Bloodloss. Points per round lost due to bleeding

A = Amputate roll. Roll #d6 vs 1/10 of characters weight or lose limb

Limb injury	If 15+ IP to one hit location	<i>Limb useless</i>
Knockback	If more IP than STR to body/head location	<i>Roll 3d6 vs STR or fall</i>
Stumble/fumble	Fall over or drop weapon.	<i>3d6 vs AGI or fall/drop</i>
Unconscious	Falls prone. No actions	<i>3d6 vs CON or out cold</i>
Weapon damage	Chance of breaking weapon when blocking.	<i>3d6 vs weapon quality</i>
Automatic death	If bloodloss = CON x10 or if IP = CON x 20	<i>3d6 kill roll / round</i>
Attack penalty	50% of total IP (attack rolls)	
Defence penalty	CON x4 IP or more = ½ defence rolls	
Stat penalty	1/10 of total IP (Fumble, stumble, CON rolls)	
Tactical advantage	Attacker always gets TA when stumble-, fumble- or shock rolls fail.	

Max skill ranks

Max <i>melee & unarmed</i> skill rank	
+120	1-6 AGI & STR
+130	7-15 AGI or STR
+140	16-19 AGI or STR
+150	16-19 AGI & STR
Max <i>shield</i> skill rank	
+96 for the defence roll.	
Otherwise as above.	
Max <i>missile/thrown</i> skill rank	
+120	1-6 AIM
+130	7-15 AIM
+140	16-17 AIM
+150	18-19 AIM
Max <i>physical</i> skill rank	
+90	1-6 EDU & AGI
+100	7-15 EDU or AGI
+120	16-19 EDU or AGI
+130	16-19 EDU & AGI
Max <i>other</i> skill ranks	
+90	1-6 EDU & INT
+100	7-15 EDU or INT
+120	16-19 EDU or INT
+130	16-19 EDU & INT

Similar weapons (- 20 to use)

GROUP	WEAPON SKILLS
Unarmed	<i>Unarmed, thikes</i>
Knives	<i>Knives, daggers, longknife</i>
Shields	<i>All shields, boss gore, s. edge</i>
Swords	<i>Shortsword, broadsword, battlesword, estoc, bastard sword, falchion, scimitar.</i>
Clubs	<i>Club, stick, mace, M-star, maul</i>
Axes	<i>Handaxe, battleaxe, warhammer, sickle</i>
Flails	<i>Ball & chain, warflail, grainflail, singing axe.</i>
Spears	<i>Spear, trident, staff, lance, javelin, hak-frist, atlatl</i>
Polearms	<i>Glaive, poleaxe, falcastra, pike</i>
Nets	<i>Net, cloak, blanket etc</i>
Whips	<i>Whip</i>
Bows	<i>Bow, longbow, bulanj</i>
Crossbow	<i>Crossbow</i>
Blowgun	<i>Blowgun</i>
Sling	<i>Sling, staffsling, slingbow</i>
Throw weapon	<i>One per weapon.</i>
Throw object	<i>Stones, grenades, crystals etc</i>
Throw dyshas	<i>Dyshas</i>
Rifles	<i>Energy rifles</i>
Pistols	<i>Energy pistols, fleita gun.</i>