

Combat Summary

1. **Roll Initiative** 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 *Combat Options*)
 - D Subtract/add range, special penalties, injury etc

3. **Roll attack** 1d100 + weapon skill rank (+- bonuses/penalties)

4. **Defender states defence**
 - Dodge 1d100 under AGI x 3
 - Grapple 1d100 under attack x 0.6
 - Weapon block 1d100 under attack x 0.6
 - Shield block 1d100 under attack x 0.6
 - Arm/leg block 1d100 under attack x 0.6
 - Counterstrike 1d100 under attack x 0.6
 - 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 second digit for Injury Points

8. **Roll injury** 1-4d6 + weapon damage + injury bonus + special Subtract armour value 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 20 – CON rnds. (+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	Limb useless
Knockback	If more IP than STR to body/head location	Roll 3d6 vs STR or fall
Stumble/fumble	Fall over or drop weapon.	3d6 vs AGI or fall/drop
Unconscious	Falls prone. No actions	3d6 vs CON or out cold
Weapon damage	Chance of breaking weapon when blocking.	3d6 vs weapon quality
Automatic death	If bloodloss = CON x10 or if IP = CON x 20	3d6 kill roll / round
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</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 *shield* 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>