

When Locations Hit Zero

Head: Character falls unconscious. Make CONx5 or begin to bleed at one hit point/round. If a CONx1 is rolled the character can still be Heroic (see below).

Chest: Character falls to the ground and cannot fight. May only crawl, heal magically or use First Aid. Make CONx5 or lose one hit point/round. Adventurer can be Heroic if they make a CONx1.

Abdomen: Both legs useless, must fight from the ground. May still magically heal or use first aid. Make CONx5 or lose 1 hit point/round. Can make a CONx1 to be Heroic.

Limbs: Limb useless. If it is a leg, the character falls, if it is an arm the character drops their weapon in that hand. May still fight.

When Locations Hit Minus Negatives

Head or Chest: Character falls unconscious. No CON roll allowed to be Heroic. Dies in 10 SR.

Abdomen: Character falls unconscious. No CON roll allowed to be Heroic. Bleeds for 1d3 hit points per round.

Limb: Limb is maimed. Cannot be used. Lose one hit per round from bleeding. If a CONx1 is made the adventurer can still be Heroic with that limb. If a maimed limb is not healed within 10 MR it cannot be healed at all.

When A Location Is Severed

Head, Chest or Abdomen: Character dies in 10 SR. Cannot be Heroic.

Limb: Must make a CONx1 roll to act every round. Bleeds for 1d3 hit points per round.

Weapon Type	Min. Result to Sever	Min. Damage to Sever
Polearm	Normal	X3
Slashing	Special	X3
Crushing	Special	X5
Impaling	Critical	X5
Natural	Critical	X5

Table (i) Sever Requirements

Chart Sheet Four

Combat and Fighting

Special Results

Natural weapons have no additional bonus from special results.

A slashing weapon that has a special success *slashes*. This means it inflicts maximum weapon damage plus normal damage bonus. So a broadsword would inflict 9 damage plus damage bonus.

A bludgeoning weapon that has a special success scores a *crush*. This means the weapon scores normal weapon damage plus double the normal damage bonus.

An impaling weapon that scores a special success *impales*. This means the weapon penetrates and sticks into the foe causing double normal weapon damage plus normal damage bonus. An impaled weapon, until removed, prevents healing by any means other than Divine Intervention, including chaotic regeneration.

Critical Results

Inflict the special result, plus maximum damage, though all armour.

Supercritical Results

A supercritical is maximum weapon damage plus maximum damage bonus, taking account of impales etc... A supercritical goes through critical resistant armour!

Hypercritical Results

A hypercritical inflicts double maximum weapon damage plus double normal damage bonus through *any* armour.

Combat Modifiers

Double Attack	Target Helpless
+25	Target prone
+20	Target surprised in non-combat situation
+10	Target surprised during combat
+10	Attacking from behind
+10	Attacking from above the target
+05	Per 10 SIZ points of target above 20
-75	Target cannot be seen
-20	Attacker has been knocked down
-10	Per SIZ point of target below 4
-10	Per 5m/SR target is moving at

Combat Situations

Charging: Characters who charge into combat gain two benefits. Firstly, their attack takes as soon as they arrive. Secondly, they gain a bonus to damage if that blow connects equal to 1d(move). So a character who uses mobility to move at 10 gains an extra 1d10 to his damage. Remember, charging characters are at minus 10% to hit people with their weapons whilst moving. The maximum increase to damage possible is equal to the character's maximum possible roll on their damage bonus, so a character with a db of 2d6 can do a maximum of 12 damage by charging.

Mounted Combat: A mounted fighter rolls 1d10+10 when determining the hit location of targets on foot. For a warrior on foot, who is striking upwards with a small weapon roll 1d10 for hit location. Obviously larger weapons get the full range of locations.

Set Spears Versus Charge: Long spears, pikes etc... can be set against a charge by setting it into the ground. The weapon strikes as soon as the mount arrives. If the enemy have lances then these hit the spear men first before their spears *unless* the spears are pikes, pikes also go before the lances. If they hit then they inflict normal damage, using the animal's damage bonus instead of the wielder's.

Parrying and Dodging Missile Weapons: Missile weapons can be dodged if the attacker is aware of the attack coming in and declares it as part of their statement of intent. At point blank range, the character's dodge is at 1/5th with projectile weapons and at 1/2th with thrown weapons. However, at point blank range projectile weapons are at 1/2th attack. No missile weapon can be parried without arrow cutting, although shields can help (see above).

A Note On Siege Engines: Engines are rarely used for individual attack. They are fired at walls and masses of men, not individual people. If fired at a target less than 40 SIZ the chance is decreased by 1% for every SIZ point below that.

Manoeuvres

Closing: This costs *no* actions. It allows those attackers with small weapons, such as a shortsword, to attack those with larger weapons, such as a greatsword, by moving close up to them, making it more difficult to manoeuvre.

Desperate Action: In certain desperate circumstances a character may wish to make a last chance attack. This is in addition to all other actions taken this round.

Jump Kick: This is a flying kick attack. The attacker must succeed in both jump and kick, success inflicts 1d6+2 damage and the hit location is determined by 1d10+10. After a successful attack a DEXx5 must be made to remain standing, or a DEXx3 if either the jump or kick failed. If one roll fumbles the effect for the fumble is taken, if both are fumbled, the fumble results for both fumbled rolls are taken (ouch...).

Disarm/Weapon strikes/Entangle: No attacks of this type may be attempted by thrusting or impaling weapons.

Aimed Blow: If the attacker wishes to do an aimed blow they must state *so in their statement of intent*.

Defending Specific Locations: Sometimes a location will be so injured that a character will seek to attempt to defend it above all else. An SR 2 or 3 weapon can protect 1 location, an SR 1 weapon can protect two adjacent locations and an SR 0 weapon can protect 3 adjacent locations. A shield protects the shield arm plus two adjacent locations, or just one extra location if it is a buckler.

Striking to Subdue: This is an aimed blow to the head, as described above.

Preparing Attacks: A character who spends an entire melee round in preparation for their attack, and does nothing for that round, merely aiming, gains 1/5th of their attack skill on their attack. This applies equally to missile and melee weapons.

Wielding Two Handed Weapons One Handed: Truly heroic individuals can wield two handed weapons one handed.

Intentional Knockback: Intentional knockback is a blow intended to knock a character back with its force. It must be declared in the statement of intent.

Pulling Blows: A character may, in an attempt to subdue a foe or in sparring, attempt to pull their blows.

Slam: A character can initiate a slam attack. It involves charging into their foe with the intention of knocking them to the floor.

Weave: This manoeuvre is for the dodge skill, and involves moving with such skill and precision to line oneself up for another attack.