



Combat

Combat takes place between two sides when one group attacks another. It involves lethal blades, terrible spells, and the shouted curses of the combatants involved.

Setting an Ambush

To set an ambush use one of the following skills. Roll for Break to crash down a door and ambush those unsuspecting on the other side. Roll Sneak to quietly slip into position in the shadows or within a bustling crowd. Roll Circles to set up a clandestine meeting and ambush them unsuspecting. And roll Search to find a good location along a road or corridor.

Ambush Factors

- ❖ Ambush at night or in near darkness +1 skill rank.
- ❖ Ambush under bright light -1 skill rank.
- ❖ Ambush in bad weather +1 skill rank.
- ❖ Ambush set out at 60 feet +1 skill rank.
- ❖ Ambush set out at 30 feet +- 0 skill rank.
- ❖ Ambush set out at 10 feet -1 skill rank.
- ❖ Ambush at sword point -3 skill rank.
- ❖ Ambush from the front +- 0 skill rank.
- ❖ Ambush from behind +1 skill rank.
- ❖ Ambush surrounding enemy -2 skill rank.

Ambush Effects

On a success, you spring the ambush taking the opponent by surprise! The surprised side stands and drools (hesitates) for the first round of combat and is unable to move or respond.

Being Ambushed

If your characters are the ones being ambushed, the GM rolls a d6 to determine if they walk into their enemies' traps. There is a 2-in-6 chance of stumbling into an ambush. Modify this by the ambush factors above.

Setting the Stage

The winner of the ambush gets to set the stage of the battle for the first round of combat and gets to place each combatant within a range of their choice. Don't worry, we'll explain ranges in the section on movement.





Combat Phases

Combat takes place between two sides when one group attacks another. It involves lethal blades, terrible spells, and the shouted curses of the combatants involved. Combat occurs in four phases: declare, movement, exchange, and morale. During the movement phase, players determine how fast and far their character moves -based on their character's modified movement score. Next characters exchange ranged fire and melee blows, in an order determined by the weapons they carry (and their initiative). After the fury of the exchange is over, the GM makes a tally of the dead, and tests morale if appropriate.

- ❖ Declare - Each player declares what weapon or action they wish to take during this exchange and whether they intend to move. Clerics, Elves, and Magic-Users must state that they wish to cast spells.
- ❖ Movement - All combatants move at the same time. Roll to determine movement as described in the combat movement section below. Characters may close distance, engage, race, or flee.
- ❖ Exchange - Act in order of initiative according to weapon or action type. The initiative table can be seen below.
 - ❖ Attacker rolls to hit
 - ❖ If you hit, roll for damage
 - ❖ If hit, subtract damage by armor type
 - ❖ Apply any final damage
- ❖ Morale - At the end of each exchange in combat, the GM is responsible for checking the monster's morale and factoring in the impact on the character's morale.
 - ❖ Check morale after the first monster death
 - ❖ Check morale after the tide of battle changes in the character's favor.
 - ❖ Check morale after a monster leader is slain.
 - ❖ When fighting a single foe - Check morale after half its HP has been lost.

Combat Movement

Movement in combat is determined by a character's modified movement score. This final score is the number of 5' squares they may move on the battle grid. You do not have to move the entire distance available to you.

Humans have a base movement of 7.

Dwarves and Halflings have a base movement of 6.

Elves have a base movement of 8.

Determine your modified movement. Reduce your base movement by one for each:

- ❖ You wear a backpack - or two knapsacks.
- ❖ You wear heavy armor
- ❖ You are injured
- ❖ You are sickened
- ❖ You are exhausted

While moving, your character may not pass through an enemy square and may not move diagonally. You may move through allied squares. Two characters may never occupy the same 5' square.

Make Haste

You may move twice your modified movement rate if you forgo your attack during this exchange.

Racing

When two characters try to reach the same 5' square, they'll need to race to see who makes it first. Each rolls 1d6 and adds their modified movement. The higher total wins. If the rolls tie, the character with the highest Dexterity wins.

Colliding

If two characters step into the same 5' square while moving, the one with the highest strength pushes the other out of the way. The loser is pushed one 5' square to the side and knocked prone. If strength is equal, the character with the highest constitution wins.

Disengage

Characters engaged in melee with an enemy may choose to disengage as their movement and withdraw, falling back 5' (one square). This fighting withdrawal allows them to attack this round, and move normally at the top of the next round.

Fleeing

Retreating from battle is a very risky maneuver, but sometimes it may be your only option. Steel your nerves and duck and run! Each character retreating makes a Steel test. On a success, you turn and run your full movement speed away from combat and may not attack this turn. Any ranged opponents get the chance to fire projectiles at you as you run and get a +2 bonus to hit. You also lose any modifiers to your defense from applicable shields while retreating.

Combining Movement & Attacks

All weapons can be used after movement except for crossbows. A character must stay still for the round to fire. Neither can you move and reload any weapon or move and cast a spell or invoke a prayer.





Engaging the Enemy

Reach

In melee combat, a character may attack any other character in a front-facing 5' square.

- ❖ If you are within one 5' square you may attack an enemy with all melee weapons, except for pikes.

Characters may form ranks while engaged in combat.

- ❖ If you are within 10' (two squares) of an enemy you may engage with a pole-arm, two-handed sword, or pike.
- ❖ If you are within 15' (three squares) of an enemy, you may engage with a pike.

Pikes may only attack opponents in front-facing squares who are two or three squares distant. You may not attack another within one 5' square if armed with a pike.

If you are engaged in melee, you may not use ranged attacks except for the last-ditch arrow. If you have an arrow knocked when you are engaged during the first round of combat, you may fire the arrow/bolt the first round. Afterward, you may only use melee weapons while engaged. You must disengage to fire another arrow. The last-ditch arrow is a tough shot.

If you are not engaged in melee you may fire ranged attacks on your initiative

Zone of Control

If your movement takes you into an enemy's zone of control, you must end your movement there for this exchange. You may move past or away during the next exchange using the rules for disengaging or fleeing.

- ❖ The usual zone of control is the 5' square adjacent to a character.
- ❖ Polearms and two-handed swords have a 10' (two squares) zone of control.
- ❖ Pikes have a 15' (three square) zone of control from their front-facing.

Initiative

Declared weapon or action type dictates the order in which the exchange occurs. After all, characters have made their movements for the round, the Game Master calls out each action or weapon type in order from top to bottom. Each character takes their action on their declared initiative based on the chart below.

- ❖ Increase or decrease your initiative score by your Dexterity modifier.



<i>Weapon</i>	<i>Initiative</i>
Sneak Attack	0th
Crossbow (loaded)	1st
Bow (knocked)	2nd
Sling	3rd
Breath Weapon, Innate Ability	4th
Dagger (thrown)	5th
Handaxe (thrown)	6th
Holy Water/Oil Flask (thrown)	7th
Pike	8th
Spear	9th
Polearm	10th
Staff	11th
Sword	12th
Battle Ax/Warhammer	13th
Mace/Handaxe	14th
Torch	15th
Dagger	16th
Punches/Kicks/Claws/Shield	17th
Teeth	18th
Oil Flask (burning)/Spell Effect/Talking	19th
Reload/Physical Maneuver/Charge	20th
Spells/Prayers/Spell Songs	21st
Standing/Drooling/Frightened	22nd





Exchanging Missile Fire

When making a ranged attack such as throwing a dagger or releasing an arrow, you must first determine your range to your target.

- ❖ Your type of weapon and the distance to your target determine the number needed to roll on a d20 to hit.
- ❖ Apply dexterity modifiers and class modifiers to hit w/ missile weapons.

The weapon table below has all target numbers for missile fire.

Maximum Range

Attacks made beyond the maximum range automatically miss.

Hits & Tough Shots

- ❖ Hit indicates the target number needed on a 1d20 to score a hit against an enemy combatant under combat conditions.
- ❖ TS stands for Tough Shot. This is the target number needed to hit an opponent under tough circumstances such as when they are moving quickly, taking cover, or engaged in melee combat.
- ❖ n20 is an abbreviation meaning 'natural' 20. This is a 20 rolled on 1d20 and does not include any modifiers. Only a natural 20 hits these shots.
- ❖ A natural 1 always misses. A natural 20 always hits.

Critical Hits

When shooting or throwing a missile weapon, a modified or adjusted roll of 20 or more scores a critical hit and deals an additional d6 damage.

Aiming

If you spend the entire exchange aiming and forgo movement or action you gain a +4 modifier to hit during the following exchange.

Shooting into Melee

Shooting into a melee is always a tough shot and a dangerous one at that. If your shot fails to meet the target number of the TS but meets the target number of a Hit, roll a die with as many sides as the combatants engaged in the melee to determine at random which is hit by your shot.



Weapon	Short	Hit	TS	Medium	Hit	TS	Long	Hit	TS
Bow	2sq-10sq	12	16	11sq-20sq	14	18	21sq-30sq	16	<i>n20</i>
Crossbow	2sq-16sq	10	14	17sq-32sq	12	16	33sq-48sq	14	18
Sling	2sq-8sq	12	16	9sq-16sq	15	19	17sq-32sq	17	<i>n20</i>
Dagger	2sq-5sq	13	17	6sq-8sq	15	19	9sq-10sq	17	<i>n20</i>
Handaxe	2sq-5sq	13	17	6sq-8sq	15	19	9sq-10sq	17	<i>n20</i>
Spear	2sq-5sq	13	18	6sq-8sq	15	20	9sq-12sq	17	<i>n20</i>
Holy water/ Oil	3sq-5sq	14	18	6sq-10sq	16	20	11sq-20sq	18	<i>n20</i>





A Fury of Blows

When making a melee attack like swinging an axe or thrusting a spear, your roll must meet or exceed the target's Defense on a 20-sided die to score a hit. Add your strength modifier and any class ability modifier to this roll.

- If the total rolled after modifiers is equal to or greater than your enemy's Defense, you score a hit and roll damage.

Defense

An opponent's Defense score is determined by their kit—such as armor and shield, and their Dexterity modifier. There is no maximum for a Defense score, but a natural 20 always hits.

Critical Hits with Melee Weapons

When fighting with a melee weapon whether a sword, polearm, or pike, you score a critical hit on a natural 20.

- ❖ After applying damage, immediately make a second attack. If that attack hits, apply damage as normal. If the second attack is a critical hit, make a third attack, etc.
- ❖ The additional attacks may be made against the same target or a different target within reach.

Charge

When you move at least four squares (20') in a single direction towards an opponent you may Charge that opponent. A charge is a special attack type with two purposes. It can be used to deal additional damage to an opponent, or it can be used to knock an opponent prone.

- ❖ You gain a +2 bonus to your attack roll, but a -2 to Defense for the rest of the exchange. If you hit you deal an additional die of damage.
- ❖ Use the rules for Colliding to knock your opponent prone.

Brace

Weapons like Spears, Pikes, and Polearms can be used to Brace against charging opponents.

- ❖ You Brace the weapon against the ground to receive the charging attack.
- ❖ If you hit a charging opponent with a braced weapon you deal an additional die of damage.

Parry

You may forgo your attack, and choose instead to stand in defense until the next exchange.

- ❖ If you choose to Parry for the round you gain +2 to your Defense until the next exchange.

Lock

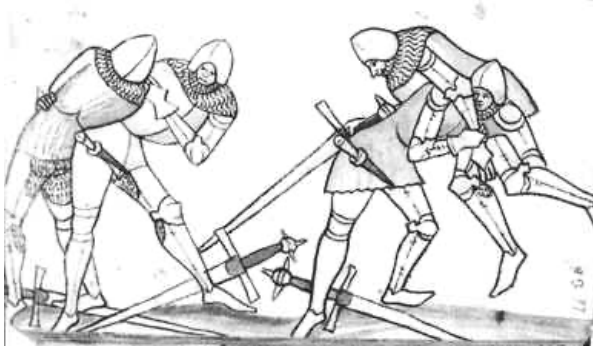
You may make a special locking attack, grabbing your opponent and pulling them in close to you. You must have at least one free hand to attempt to Lock an opponent.

- ❖ Each player rolls 1d6. The attacking player adds their strength modifier. The defending player may add their strength or dexterity modifier as appropriate. If the rolls tie, the character with the highest constitution wins.
- ❖ If your opponent is successfully locked up they may not use shooting, throwing, or magic attacks, and their movement is reduced to zero. And they suffer a -2 penalty to melee attacks and rolls made to escape the lock.
- ❖ Their weapon damage drops to 1d4. And unarmed damage drops to 1.

Each additional exchange you may continue to Lock your opponent, increasing the pressure.

- ❖ Each player rolls 1d6 again as above except the defending player also applies the penalty for being locked up.
- ❖ Each additional exchange your opponent suffers a cumulative -2 penalty to melee attacks and rolls made to escape the lock.
- ❖ Their weapon damage will drop from 1d4 to 1d2 and then to 1.

To escape a lock you must win the contested 1d6 roll to maintain the lock.



Throw

A character that has been locked up may be thrown to the ground instead of increasing the pressure of the lock.

- ❖ Each player rolls 1d6. The attacking player adds their strength modifier. The defending player may add their strength or dexterity modifier as appropriate. If the rolls tie, the character with the highest constitution wins.
- ❖ Being thrown to the ground deals 1d4 damage and you land prone.

Prone

When you are laid out on the ground, whether on your front or back you're in a bad place.

- ❖ Attacks you make while prone suffer a -4 penalty to hit.
- ❖ Melee attacks made against you while prone gain +4 to hit.
- ❖ It takes your entire movement to stand and ready yourself from being prone.

Rear Flanking Attacks

If a character is attacked from the rear by an enemy they are unaware of, they do not get dexterity nor shield bonuses to their Defense score.





Damage

If your weapon hits, roll for damage.

- Unarmed attacks like fists and kicks deal 1d2 damage.
- Attacks made by small-sized creatures or weapons (giant rats, kobolds, giant centipedes, birds of prey, etc) deal 1d4 damage.
- Attacks made by medium-sized creatures or weapons deal 1d6 damage.
- Attacks made by large-sized creatures or weapons deal 1d8 damage.

Refer to the Weapon table for weapon names and qualities.

Weapon	Damage	Qualities
Battle axe	d6	Melee, two-handed
Bow	d6	Missile, two-handed
Crossbow	d6	Missile, two-handed, reload
Dagger	d6	Melee, missile
Flail	d6	Blunt, melee, feint
Handaxe	d6	Melee, missile
Mace	d6	Blunt, melee
Pike	d6	Brace, melee, two-handed
Polearm	d6	Brace, melee, two-handed
Shield	d6	Blunt
Sling	d6	Blunt, missile

Spear	d6	Brace, melee, missile
Sword	d6	Melee
Two-handed Sword	d6	Melee, two-handed
Warhammer	d6	Blunt, melee

Weapon Qualities

Blunt: Can be used by a Cleric

Brace: May use the brace action against incoming charges.

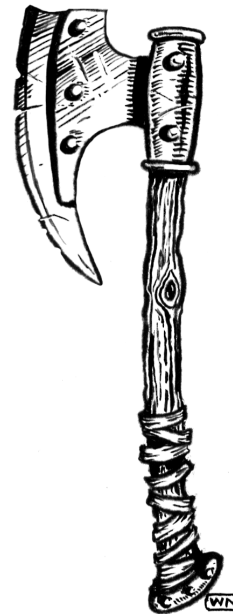
Feint: Disregards shield bonus to Defense.

Melee: Can be used while engaged in melee combat.

Missile: May be used at range.

Two-handed: Requires two hands to use.

Reload: May only be fired every other round - must be reloaded in between.



Armor

Armor is the basis of a character's defense score. It also acts as damage reduction to incoming attacks.

Armor Type	Defense Score	Damage Reduction
Full Plate	16	3pts per hit
Chainmail	14	2pts per hit <i>except from maces and warhammers</i>
Leather	12	1pt per hit <i>except from spears, pikes, bolts, and arrows</i>
Shield	(+)1	<i>special</i>
Helmet		<i>special</i>

Shield: You may forfeit your shield to reduce all incoming damage from one melee or ranged weapon. Choose to sunder your shield before damage is rolled.

Helmet: You may forfeit your helmet to reduce incoming damage by 1d2 points. Your helmet is broken or lost after the blow is absorbed.

Broken Armor

After the chaos of combat stop to check the condition of your armor, and whether it's been broken during the fight.

- ❖ Full plate has a 1/6 chance of breaking. A 2/6 chance against maces and warhammers.
- ❖ Chainmail has a 3/6 chance of breaking. It does not provide any damage reduction against maces, morningstars, and warhammers.
- ❖ Leather does not sunder. It does not provide damage reduction against spears, pikes, bolts, and arrows.
- ❖ Broken armor loses all damage reduction and is -1 to Defense until it is repaired.





Morale

Morale is a score that represents your character's mental grit and determination, and the ability to press on against overwhelming odds.

Your character's Morale is affected when events occur in the fiction that may challenge your character's resolve such as being wounded, withstanding dark magics, or witnessing the death of a close friend.

Morale Effects

Effect	Penalty
Entering a site of low-grade magic	1
Seeing another of your party flee in terror	1d2
Being badly wounded (down to 1 or 2 hit points)	1
Seeing a ghost or apparition	1
Being mortally wounded, and surviving	1d2
Witnessing the death of a friend	1d2
Being witness to the sorrow of Elven song	1
Being beset by aberrant (non-humanoid) creatures	1
Being beset by the living dead	1d3
Being in the presence of Jotunn or Aettir	1d6

Regaining Morale

Characters regain 1d3 points of morale immediately after a victorious battle, upon finishing camp, or upon reaching town safely.

Steel & Terror

If your character's Morale ever drops to 5 or below, you must immediately make a Steel test. This Steel test may be made at a +1 modifier (max +3) for every ally standing within 5ft.

Morale Threshold:

- ❖ 5: When your Morale drops to 5 test Steel. On a failure, your character hesitates for their next action.
- ❖ 3: When you drop to 3 points of Morale test your Steel: On a failure, your character flees from the perceived danger.
- ❖ 0: When you drop to 0 Morale your character immediately drops what they're holding and runs screaming in a random direction, or falls to their knees to beg for mercy -you make the choice.

Monster Morale

Monster Morale is handled differently from that of the player characters, using the following rules:

- ❖ Check morale after the first monster death
- ❖ Check morale after the tide of battle changes in the character's favor.
- ❖ Check morale after a monster leader is slain.
- ❖ When fighting a single foe - Check morale after half its HP has been lost.

To check a monster's morale, the GM rolls 2d6 with a target greater than or equal to the monster's morale. This result indicates the monster runs off from combat.

Death & Dying

The object of combat is often to cause the death of the combatants involved. The following section has rules and procedures for death and dying.

Main Characters

When one of the main characters is reduced to zero hit points they are knocked out of the fray. When your character reaches zero hit points:

- Check off a Condition
- Lose all Resolve

After combat has ended, if all conditions have been checked off, the character dies. If the character still has free conditions remaining they recover one hit point and regain consciousness.

Non-Player Characters

Most often unnamed characters that are dropped to zero hit points die immediately after receiving the wound. At the GM's discretion, a supporting character may linger in agony for 1d6 days before passing to the world beyond. Or they may be bloodied and broken but live to fight another day.

