Action

In combat, your Action is used to do something. Attack, jump, or take a moment to gauge the situation, that's up to you. Your Action is only limited by your imagination, the physical constraints of the fight location and the capabilities of your Character.

Free Action	Shouting a warning, drawing your weapon, or drinking a potion. If an act requires you to make a Test, it is an Action rather than a Free Action.
Action	Something requiring a test.
Attack	Within range of your ranged weapon and visible // Adjacent Engaged with your melee weapon(s).

Assess

You use an **Action** to use a Skill in some way to gain an advantage in combat; narrate how the Skill will apply to this situation and make a Dramatic Test. On a success, gain 2 Advantage. On a success with 6 or more SL, gain 3 Advantage.

Attacking

1. Roll to Hit	
Melee:	Opposed Melee Test with your Opponent. If you win the Test, you hit your opponent and gain +1 Advantage. If you lose the Opposed Test your **Action** is finished.
Ranged:	Roll a Ranged Test for the weapon you're using. If you are successful, you hit your opponent and gain +1 Advantage. If you fail, your **Action** is over.

Attacking (cont)

2. Determine Damage	Take the SL of your (Opposed) Test and add it to the Weapon Damage of the weapon you're using. This final number is your Damage. **Damage = Weapon Damage + SL**
3. Apply Damage	**Wounds Suffered = Damage – opponent's (Toughness Bonus + Armour Points)**. If this is 1 or less, your opponent only loses 1 Wound. Should the Wounds lost exceed your opponent's remaining Wounds total, your opponent takes a Critical Wound.

Opposing a Melee Attack

Prepare	Prepare to dodge or parry incoming blows. As your **action**, choose a skill to use defensively and you will get +20 to defensive tests using the skill until the start of your next turn.
Oppose	You can oppose an incoming melee attack with more than just your melee skill. The most obvious choice is Dodge, but also: intimidate, charm, Leadership, and more.

Ranged Combat

Ranged attacks cannot be opposed with Melee Skills unless you have a large enough shield, or if they are at Point Blank range, where it is also allowable to Dodge.

You cannot make ranged attacks whilst Engaged, unless you are armed with a ranged weapon that has the Pistol Quality

If you use your Ranged Skill when you are Engaged with your target, the target may Oppose your attack with any Melee Skill

Criticals

Any successful Melee or Ranged Test that also rolls a double causes a Critical. It even triggers when you are the defender in an opposed Test. SL is calculated as normal, as is who wins any Opposed Tests.

Inflicting a Critical Hit on an Opponent with Wounds	Your opponent receives an immediate Critical Wound (Crtitical Table). Roll d100 again to work out where your hit landed. Then roll d100 again and refer to the relevant entry on the Critical Damage table for that location. Use the Wounds column on the Critical Damage table to determine additional Wounds lost as a result of Critical Damage.
Inflicting a Critical Hit on an Opponent with 0 Wounds	If your opponent is reduced to 0 Wounds, you automatically inflict Critical Damage. When you come to resolve the entry on the Critical Damage table, add +10 to the result for every wound you inflicted beyond that needed to reduce the opponent to 0 wounds (or, if your opponent was already on 0 wounds, every wound you inflicted).

Hit Locations

HIT LOCATIONS

Roll	Location
01–09	Head
10–24	Left Arm (or Secondary Arm)
25–44	Right Arm (or Primary Arm)
45–79	Body
80–89	Left Leg
90–00	Right Leg

Fumbles

Fumble	Any failed combat Test that also rolls a double is a Fumble. Roll on the Oops! Table.
Misfire	if you are using a blackpowder, engineering, or explosive weapon, and roll a Fumble that is also an even number — 00, 88, and so on — your weapon Misfires, exploding in your hand. You take full Damage using the units die as an effective sl for the hit, and your weapon is destroyed

Oops

OOPS! TABLE

Roll	Result
01–20	You catch a part of your anatomy (we recommend you play this for laughs) — lose 1 Wound, ignoring Toughness Bonus or Armour Points.
21–40	Your melee weapon jars badly, or ranged weapon malfunctions or slightly breaks – your weapon suffers 1 Damage. Next round, you will act last regardless of Initiative order, Talents, or special rules as you recover (see page 156).
41–60	Your manoeuvre was misjudged, leaving you out of position, or you lose grip of a ranged weapon. Next round, your Action suffers a penalty of –10.
61–70	You stumble badly, finding it hard to right yourself. Lose your next Move.
71–80	You mishandle your weapon, or you drop your ammunition. Miss your next Action.
81–90	You overextend yourself or stumble and twist your ankle. Suffer a *Torn Muscle (Minor)* injury (see page 179). This counts as a Critical Wound.
91–00	You completely mess up, hitting 1 random ally in range using your rolled units die to determine the SL of the hit. If that's not possible, you somehow hit yourself in the face and gain a *Stunned* Condition (see page 169).