

### Combat Order

Each character takes one or more actions per round.

1. Roll initiative: Agility + 1d10.
2. Determine order: Rank the scores from highest to lowest.
3. Take turns: Each combatant takes a turn.
  - a. Roll to hit: less or equal to WS for melee, BS for ranged attacks.
  - b. Determine hit location: reverse the attack roll and check the hit location chart.
  - c. Roll for damage: 1d10 + weapon damage
  - d. Reduce damage: subtract the TB and AP from the opponent.
  - e. Subtract wounds: subtract any remaining damage from wounds.
4. Round Ends: repeat steps 4 and 5 as needed.

Note: Surprised combatants skip their turn on the first round.

### Dodge and Parry

Parry: WS test. If successful, no damage is taken. Free action if a weapon is ready in secondary hand or action Parrying Stance was taken.

Dodge Blow: Ag test before damage roll. If successful, attack misses.

Note: Only one parry or dodge attempt per round.

A character can't attempt to parry and dodge the same attack.

Ranged attacks can't be dodged or parried.

### Unarmed Combat

Unarmed attacks inflict SB -4 damage.

Grapple with Charge or Standard attack.

After hit, opponent must fail an S test to be grappled.

### Unarmed Combat (cont)

Grappled character can break the grapple with a full action and by winning an opposed S Test. Grappler may take a full action to maintain the grapple and inflict unarmed damage, if he wins an opposed S Test in his turn.

Note: APs count double against unarmed attacks.

By grapple attempt, involved characters can't dodge or parry. External melee attacks gain +20% WS against them.

### Hit Locations

Roll	Location
01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Torso
81-90	Right Leg
91-00	Left Leg

### Ulric's Fury

When a character rolls a 10 on their damage die, roll to hit again. If the second roll is successful, roll damage again, adding it to the total. Continue rolling until the die comes up under 10.

### Ranged Combat

Must have line of sight to target.

Can not dodge or parry ranged attacks, but -10% BS to hit a shielded target.

Can't make ranged attacks while in melee unless a pistol or hand crossbow is used.

Note: Use Difficulty modifiers

Long Range: -20% BS.

Extreme Range: Can fire up to long range x2, but must first aim at -30% BS.

Shooting into melee: -20% BS.

### Note on Actions

No more than one Attack or Cast may be taken per turn.

Per turn, one character can perform one Full Action, two Half Actions or a number of Free Actions. Extended Actions may require multiple rounds, if interrupted, they must be restarted.

### Actions

Aim	+10% to Standard attack.	Half Action
Cast	If half an action is spend before, caster may make a Channeling Test.	Extended Action
Ready	Ready an item or weapon.	Half Action
All out Attack	+20% WS but cannot dodge or parry (active round). Melee only.	Full Action
Charge Attack	Move Mx2 in squares (last 2 squares must be in a straight line) and attack with +10% WS	Full Action
Guarded Attack	-10% WS and +10% to dodge and parry (active round)	Full Action
Standard Attack	Single melee or ranged attack	Half Action
Swift Attack	All possible attacks (according to A)	Full Action
Reload	Reload a weapon, loading time varies.	Extended Action
Delay	Turn ends immediately. Half an action is reserved for use any time before your next turn.	Half Action

### Actions (cont)

Feint	Opposed WS test. If succesful followed Standard attack can't be dodged or parried.	Half Action
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Manoeuver	Opposed WS test. If succesful foe moves 1 square in the chosen direction. You can advance 1 square as well.	Half Action
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Disengage	Make a normal move without being subject of a free attack	Full Action
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Leap/Jump	Leaping across a distance or jumping down.	Full Action
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Move	Normal move (M in squares). Terrain can reduce movement.	Half Action
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Mount/- Stand	Mount a horse or stand from a prone position.	Half Action
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Run	Move in Mx3 in squares. Attacks against you gain: -20% BS, +20% WS.	Full Action
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Use a Skill	Required time varies by Skill.	Extended Action
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