Combat Summary

1. Determine Surprise: The GM determines if any characters are Surprised. Only occurs on the first turn.

2. Determine Initiative: Each combatant rolls *1d10* and adds it to their *Initiative* (I) Characteristic.

3. Round Begins: If the rules call for something to happen at the start of the Round, it happens now.

4. Take Turns: Each combatant takes a Turn in Initiative order, starting with the highest Initiative. See *Combat Actions*.

5. Round Ends: The Round ends when all combatants have taken a Turn. If the rules call for something to happen at the end of the Round, it happens now.

6. Repeat Steps 3–6 As Required: Continue to play through Rounds until the combat is resolved.

Combat Actions

Walk: Unless *engaged* in combat, can always take a move action each turn, and 1 other different action. Move up to *Walk* movement.

Sprint: Cannot be *engaged*. *Average (+20) Athletics* Test; sprint up to *Run* movement +SL in yards. In addition to *Walk*.

Charge: Cannot be *engaged*. Used as a move action, replacing *Walk*. Uses rules for *Sprint*. Must use a follow-up *Melee Attack* action, which gains +10 bonus.

Assess: Use a Skill to gain combat advantage; make a *Dramatic Test*. See *Advantage*.

Attack: This is a melee or ranged attack, see corresponding tables. Cannot use *Ranged* if *engaged*, becomes or remains *engaged* if using *Melee*.

Defend: Use a Skill to *Defend*, such as *Dodge* or *Agility*. Gain +20 to defensive Tests until the start of next turn.

Combat Actions (cont)

Special: Actions from Skills or Talents such as *grappling*, *intimidating* someone, *casting* a spell, using the *Dual Wielder* Talent, or staunching a bleeding wound with bandages.

Flee: Must be *engaged*. Opponent attempts 1 free attack (unopposed *Melee* Test w/ +20 bonus to hit). If hit enact a Challenging (+0) Cool Test: if failed, gain a Broken Condition, and a further +1 Broken condition per SL below 0. Flee up to *Run* movement directly away from opponent.

Climb: If not *engaged*, can climb as move action for 1/2 *Walk* movement. If wishing to climb faster, use action for an *Average (+20) Climb* Test: climb 1/2 *Walk* movement +SLs.

Kill: If an opponent has the *Unconscious* Condition, if you have a suitable weapon to do so you may use this action to kill them.

Gaining Advantage

Surprise: Attacking Surprised enemies grants +1 Advantage.

Assess: If you use one of your Skills to secure a tactical advantage, gain +2 Advantage. If your Test succeeds by 6 SL or more, gain +3 Advantage.

Victory: Whenever you defeat an important NPC, gain +1 Advantage. Subduing a party nemesis may grant +2 Advantage at the GM's discretion.

Winning: If you win any Opposed Test you initiated during combat, gain +1 Advantage.

Outmanoeuvre: If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage. You can gain a maximum of 1 Advantage in this way, no matter how many opponents are wounded by your action.

Attack Steps

1. Roll to Hit: In *Melee*, *Opposed Melee* Test with opponent, highest SL wins. In *Ranged* roll a Ranged Test. Check *Combat Difficulty* for combat modifiers. If the test is successful, proceed to 2. If rolling a *double*, it's either a *Critical* or a *Fumble*, check accordingly.

2. Determine Hit Location: Reverse *Roll to Hit* result and refer to *Hit Locations* table. If scoring a *Critical*, instead re-roll 1d100 to check location.

3. Determine Damage: Weapon *damage* characteristic +SLs.

4. Apply Damage: Total Damage - (opponent's TB + AP on Hit Location). Minimum 1 damage applied. If damage exceeds remaining *Wounds*, opponent receives *Prone* condition and suffers a *Deathblow* or a *Critical Hit*, at the GMs discretion.

5. Critical or Fumble: If the *Roll to Hit* failed and was a double, roll on the *Ooops! Table*. If it hit and was a double, roll on the appropriate hit location *Critical Hit Table*.

6. Critical Effects: Apply the critical's effects and any extra wounds that come with the result.

If rolling a Critical on a *Critical Hit Table* for an opponent who has been reduced to 0 wounds, add +10 to the result for each wound that would take them beyond 0. Note that extra wounds caused by the Critical Hit won't alter this roll's result.

Hit Locations (Humanoid)

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

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Initial Advantage

Circumstances	Advantage Awarded
Manoeuvrability: One side possessing an advantage in movement such as being mounted or facing giant spiders in trees.	2
Outnumbering: A greater number of opponents, but less than twice that of their opponents.	1
Outnumbering: Outnumbered 2 to 1.	2
Outnumbering: Outnumbered 3 to 1.	3
Surprise: One side has achieved an unexpected assault.	2
Terrain: Light fortification/cover or holding. An advantageous position, such as a hill.	1
Terrain: Heavy cover or holding a key position such as a bridge.	2
Threat: A side possesses a dangerous threat such as a warpfire thrower, Ogre, or Troll.	1
Threat: A side possesses a very dangerous threat, a match for several foes such as an organ gun, Manticore, or Griffon.	3
Threat: A side possesses an extremely dangerous threat, a match for a dozen lesser foes such as a Dragon or Greater Daemon.	5

Ooops! Table

Roll	Result
01 20	You catch a part of your anatomy — lose 1 Wound, ignoring TB or AP.
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.
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. 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.

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 to your Arm location using the units die as an effective SL for the hit, and your weapon is destroyed.

Wounds and Death

If Wounds are reduced to 0, gain *Prone* Condition.

You cannot remove *Prone* Condition until at least 1 Wound is healed.

Gain *Unconscious* Condition if not healed in TB rounds.

You cannot remove *Unconscious* Condition until at least 1 Wound is healed.

If Wounds would be reduced below 0, suffer a *Critical Wound* instead.

If a Character has the *Unconscious* Condition and 0 Wounds, then they total up the number of *Critical Wounds* (meaning total results from the Critical Damage Tables) they currently suffer. If this number is greater than their TB, they succumb to their injuries and perish at the end of the round unless they are healed of one or more Critical Wounds.

Furthermore, if you have the *Unconscious* Condition, any enemy may use the appropriate action to kill you.

Pulling your Blows

The rules assume you wish to inflict all the Critical Damage you can. However, you might wish to subdue an opponent rather than kill them. In this case, you must declare that you are pulling your blow before you roll to hit your opponent, meaning that you are using the flat of your blade or a technique to avoid badly hurting your opponent. In such circumstances Wounds are still inflicted, but you only inflict Critical Damage if your opponent is reduced to 0 Wounds.

You may not pull blows with a weapon that causes *Ablaze* Conditions, missiles, or magic spells. The following Weapon Qualities are lost when pulling your blows: *Hack*, *Impact*, *Impale*, and *Penetrating*.