Combat Summary

Determine initiative order by (**I**).	If multiple combatants have tied (**I**), use (**Agi**) instead.
1. Determine Suprise!	Check **Surprise**.
2. Round begins.	Apply effects if necessary.
3. Combatants take turns.	Perform an **Action** and a **Move** in initiative order.
4. Round ends.	Apply effects if necessary.
5. Repeat steps 2-5.	

Surprise!

If one side is planning an attack, they can attempt to harness the element of surprise by:

Hiding:	Make a successful Stealth Test in appropriate cover. Characters may oppose this with a Perception Test if they are wary.
Sneaky Tactics:	Attack from behind, in the dark, through heavy fog, or from above! The GM may allow a Perception Test to spot the incoming attackers.
Distractions:	Loud bangs, milling crowds and an especially engaging sermon are just some of the distractions that could harbour a surprise attack!

Surprise! (cont)

Unprepared Defenders:	If the enemy are particularly unwary, the attackers automatically surprise their victims.
Something Else:	Other sneaky and ingenious plans concocted by cunning players — the GM has the final call on the possibility of surprise.

If there is a chance the ambushers will be spotted, make an **Opposed Stealth** vs **Perception Test**, usually with the character with the worst Stealth opposing all potential spotters. If the ambusher wins, each defeated character gains the Surprised Condition.

If no-one is surprised, proceed with the combat as normal.

If anyone is surprised, they can use a Resolve point to remove the Surprised Condition.

Surprised: You can take no Action or Move on your turn and cannot defend yourself in opposed Tests. Any opponent trying to strike you in Melee Combat gains a bonus of +20 to hit. The Surprised Condition does not stack. At the end of each Round, or after the first attempt to attack you, you lose the Surprised Condition

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.

Action (cont)

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).

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 opponent gains +1 Advantage and 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. Your opponent doesn't gain Advantage in ranged combat

Attacking (cont)

2. Determine Hit Location	Reverse your 'Roll to hit' Test result to determine a Hit Location (Table).
3. 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
4. Apply Damage	Subtract your opponent's Toughness Bonus and any Armour Points protecting the Hit Location from your Damage. If this is 1 or less, your opponent has shrugged off the worst of the attack and only loses 1 Wound. Should the Wounds lost exceed your opponent's remaining Wounds total, your opponent takes a **Critical Wound** and gains the **Prone Condition** Wounds Suffered = Damage – opponent's (Toughness Bonus + Armour Points)

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

Criticals and Fumbles

Critical	Any successful Melee or Ranged Test that also rolls a double causes a Critical. This means you have dealt a significant blow, and it *even happens when you are the **defender** in an opposed Test*.
	Your opponent receives an immediate Critical Wound (**Crtitical Table**).. Beyond that, SL is calculated as normal, as is who wins any Opposed Tests.
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 to your primary arm location 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).

Opposing a Melee Attack

Prepare	Prepare to dodge or parry incoming blows, to hold a defensive position in a doorway, or use language (magick) to deploy an array of dispel. 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.

By **slt.ologe**
cheatography.com/slt-ologe/

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Page 2 of 4.

Move

Charge	If you are not Engaged in combat already, you can use your Move to Charge. If you Charge, your Action must be a Melee Test to attack an opponent. If your opponent is at least your Move characteristic in yards away before you Charge, but within your Run range, you will also gain +1 Advantage.
Disengage	I. If you have more Advantage than your opponents, you can manoeuvre yourself beyond reach. Drop your Advantage to 0 and move away from your opponents without penalty, perhaps choosing to Charge a new target, run away as fast as possible, or backstep a little and fire a pistol in an opponent's face!
	II. Use **Dodge**; if you have lower or equal Advantage to your opponents, use your Action to make an **Opposed Dodge/Melee Test**. If you succeed, you gain +1 Advantage, and can use your Move to go anywhere you wish using the normal rules. If you fail, each opponent defeating you gains +1 Advantage and you cannot move.

Move (cont)

Flee	If you cannot escape otherwise, you can turn your back and flee as your Move. Often, Fleeing is involuntary, caused by **Terror** or magic.
	If you flee, your opponent immediately gains 1 Advantage and may attempt 1 free attack. The free attack is an **unopposed Melee Test +20**.
	If you are hit, your opponent gains +1 Advantage, and you must enact a **Challenging (+0) Cool Test**: if failed, gain a Broken Condition, and a further +1 **Broken condition** per SL below 0.
	Once the free attack is concluded, you may move up to your **Run Movement** directly away from your opponent, assuming you still can
Run	You can use your Action to sprint. This requires an **Average (+20) Athletics Test**, and the distance covered is in addition to your **Move** this round. You sprint your Run movement + SL in yards
Climb	You move at half rate up or down ladders or other easily climbed surfaces. If you want to climb more quickly, spend your Action to make an **Average (+20) Climb Test**. You will Climb an extra Movement + SL yards.

Move (cont)

Leap	You can leap your Movement in feet without having to make a Test. If you want to jump farther, this takes an **Average (+20) Athletics Test** if you have a run up of at least your Movement in yards; if you do not, the Test is Challenging (+0). On a success, each SL adds an extra foot to the leap. If you succeeded with +0 SL, you manage an extra 6 inches with your jump.
Fall	You suffer 1d10 Damage + 3 Damage for every yard you fall. Any suffered Damage is reduced solely by your Toughness Bonus.
	If you are purposefully falling you can attempt an **Average (+20) Athletics Test** to lessen the damage. If successful, you count as having fallen 1 less yard, plus an extra yard less per SL scored.
	If you reduce the distance you count as having fallen to 0 or less, you will suffer no Damage from the fall.
	If more Wounds are suffered from a fall than your Toughness Bonus, you also gain the **Prone Condition**.

Movement

MOVEMENT TABLE

Movement	Walk (yards)	Run (yards)
0	0	0
1	2	4
2	4	8
3	6	12
4	8	16
5	10	20
6	12	24
7	14	28
8	16	32
9	18	36
10	20	40

Size

SIZE

Size	Height or Length	Examples	Modifier
Tiny	Less than a foot	Butterfly, Mouse, Pigeon	−30
Little	Up to 2 feet	Cat, Hawk, Human Baby	−20
Small	Up to 4 feet	Giant Rat, Halfling, Human Child	−10
Average	Up to 7 feet	Dwarf, Elf, Human	0
Large	Up to 12 feet	Horse, Ogre, Troll	+20
Enormous	Up to 20 feet	Griffon, Wyvern, Manticore	+40
Monstrous	20 feet+	Dragon, Giant, Daemon Prince	+60

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

Combat Difficulty

COMBAT DIFFICULTY

Difficulty	Modifier	Example
Very Easy	+60	Shooting a Monstrous target (Giant size).
		Shooting into a crowd (13+ targets)
Easy	+40	Shooting a target at Point Blank Range (see page 297).
		Shooting an Enormous target (Griffon size).
		Attacking an opponent you outnumber 3 to 1.
		Shooting at a Large group (7–12 targets).
Average	+20	Shooting a Large target (Ogre size).
		Shooting at Short Range: less than half weapon range.
		Shooting at a small group (3–6 targets)
		Shooting when you spent your last Action aiming (no Test to aim required).
		Attacking an Engaged opponent in the sides or rear.
		Attacking an opponent you outnumber 2 to 1.
		Attacking a target with the *Prone* Condition (see page 169).
Challenging	+0	A standard attack.
		Shooting an Average target (Human size).
Difficult	−10	Attacking whilst you have the *Prone* Condition (see page 169), or otherwise beneath your target.
		Attacking whilst in the mud, heavy rain or difficult terrain.
		Shooting at Long Range: up to double weapon range.
		Shooting on a Round where you also use your Move.
		Shooting a small target (Child size).
		Target in soft cover (behind a hedge for example).
Hard	−20	A called shot to a specific Hit Location. If you succeed you hit that location.
		Fighting in an enclosed space with a weapon with a Length longer than Average.
		Shooting targets concealed by fog, mist or shadow.
		Attacking in a monsoon, hurricane, thick blizzard, or other extreme weather.
		Dodging when you have the *Prone* Condition, or are mounted (see page 163).
		Close combat in darkness.
		Shooting a Little target (Cat size).
		Using a weapon in your off hand.
		Target in medium cover (wooden fence for example).
Very Hard	−30	Attacking or dodging in the deep snow, water or other arduous terrain.
		Shooting a tiny target (Mouse size).
		Shooting at Extreme range, up to three times weapon range.
		Shooting in darkness.
		Target in hard cover (behind stone wall, for example)

By **slt.ologe**
cheatography.com/slt-ologe/

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Page 4 of 4.