

## Appendix B: Reference Charts

### Combat Procedure

- \* *Combat is conducted in rounds.*
  - \* *Each round is equal to 2 seconds of time.*
  - \* *Individuals may choose only one action each round.*
1. At the start of each round, every person determines their **initiative** (order of action) by rolling a d10 & applying their *Initiative* modifier.
  2. The person with the highest initiative number first chooses an **action**. This is usually an *attack*.
  3. The person with the next highest initiative then chooses an action, and so on until everyone has taken one action.
  4. After everyone has taken one action, the round is over and combat continues with a new round.
  5. If a person is attacked, they may **immediately** take their action to **react** to the attack. In this case their initiative number is ignored. The person usually chooses a *defense*, such as a parry or dodge.
  7. If a person is **attacked after taking an action**, the only available option is to *abort his next round's action and dodge at a penalty of -25%*. Next round he must dodge.
  8. To **attack** successfully, roll less than or equal to the *weapon skill* of whatever is being used, modified by the situation (*see Hit Probability Table*).
  9. To **parry** successfully, roll less than or equal to the *shield skill* or the *weapon parry %*.  
Weapon parry% is equal to half the weapon skill plus the weapon's "parry."  
*There is a bonus of +25% to parry attacks aimed at the head.*
  10. To **dodge** successfully, roll less than the modified attack roll that was successful. After a dodge, an attack may not be made in the next round.
  11. If a **hit** is scored, choose a general **location** (head, body, arm or leg) and then *roll for a specific location*. If a *missile* weapon was used in the attack, then the *general location* must also be rolled for.
  12. Roll for **damage**, which is determined by the type of weapon.
  13. Subtract the **armor protection** from the damage. This is determined by the armor value of the location that was hit. Also record damage to the armor.
  14. If the armor is penetrated, then **roll extra damage** dice, which is determined by the type of attack (*edged, blunt or point*), and the location of the hit.
  15. Determine the **severity level** of the wound (*minor, light, serious, critical or terminal*).
  16. Multiply the damage scored by the **trauma** value listed for extra damage. This will determine the *total number of hit points lost*.
  17. After being hit, the person must roll less than or equal to their **stun** value to avoid being stunned for at least 1 round.
  18. **The level of severity will determine what happens to the person struck.** After penetrating armor, only

10 hits to the head will knock out a person. Critical or terminal wounds can kill a person even after the combat is over.

19. Determine **bloodloss**, if necessary after the combat is over by determining how many minutes pass before the bloodloss is stopped and multiply it by the number listed for extra damage (*see chapter 5: injury*).
20. After everyone is dead, unconscious or has ran away, the combat is over.

<i>Initiative</i>			
<i>Dexterity</i>		<i>Armour</i>	
1-5%	-4	<i>None</i>	0
6-15%	-3	<i>Leather</i>	-1
16-25%	-2	<i>Ring, Studded</i>	-2
26-35%	-1	<i>Scale, Brigandint</i>	-3
36-65%	0	<i>Mail, Banded</i>	-4
66-75%	+1	<i>Plate, Splint</i>	-5
76-85%	+2	<b><i>Charging</i></b>	+3
86-95%	+3	<b><i>Mounted</i></b>	+3
96-100%	+4	<b><i>Polearm</i></b>	+10
101%+	+5	<i>Inside reach</i>	+0
<b><i>Weapon Initiative Penalty</i></b>			-0 to -6
<b><i>Aggressiveness</i></b>			+0 to +5
-10% to defense / +1 initiative			
<i>Actions last phase</i>			
† <i>Dodge</i>		<i>Defend Only</i>	
† <i>Complex attack</i>		<i>Defend Only</i>	
† <i>Multiple Parry</i>		<i>Defens Only</i>	
<i>Wait for an opening</i>		+5	
<i>En Garde Opponent</i>		<i>Attack &amp; Defend at Half</i>	

### Superior Strength

<i>Strength</i>	<i>Extra Damage</i>
70-79%	+1
80-89%	+3
90-99%	+5
100-109%	+7
110-119%	+9
120+%	+11

\*This includes thrown weapons, but does not include missile weapons unless a special weapon is constructed to take advantage of superior strength. This will cost 3 times the normal price.

Superior strength damage is added before subtracting armor & before applying bonuses for magical weapons. So magic weapons will also magnify a strength bonus.

### Strength & Fatigue

<i>Strength</i>	<i>Fatigue Modifier</i>
01%	+3
02-10%	+2
11-20%	+1
80-89%	-1
90-99%	-2
100-109%	-3
110-119%	-4
120+%	-5