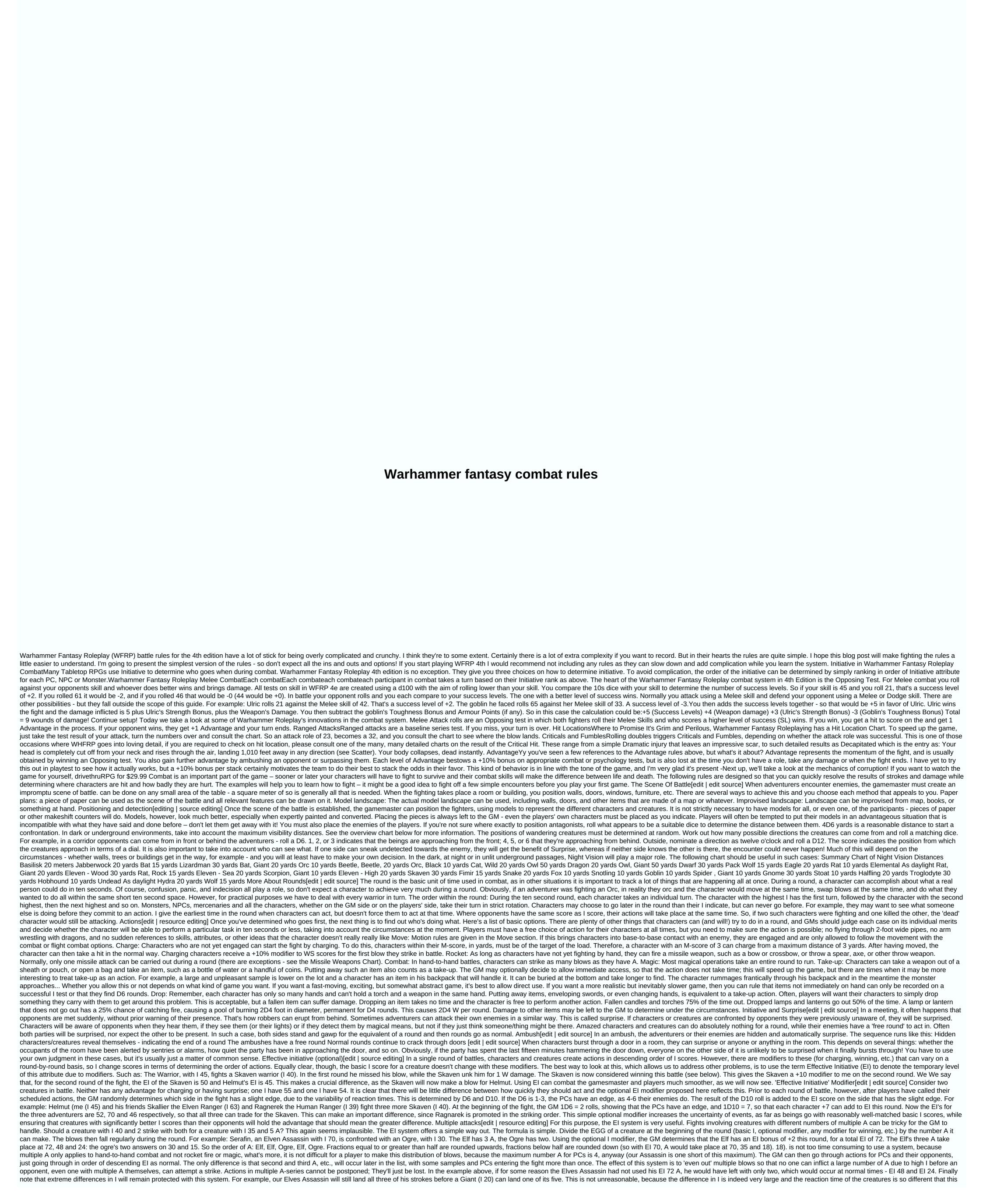
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	7 11 2	3, 3, 1, ,		ch fight round. This way, the GM and the players of	, , ,	, , , , ,
the load time must also be added. Shields	ls and buckles take a round ready for use,	if not already strapped to one arm. Handgur	ns, if drawn, result in a loss of EI (see below	w). The punishment must vary with the size of the	d be used: Two-handed weapons and bows of all kinds weapon. A knife or dagger can be being pulled and re-	sulting in an EI loss of only -10 (assuming the
wrapped around the waist would probably	y have a full round ready for use; but if it w	vere run looped in a sturdy leather belt-holde	r on a belt, it can be retrieved faster, result	ting in an EI loss of only -20. Weapons carried in a	Iraw other weapons, due to the importance of how read backpack will take the longest of all to pick up for use	. Pack Items: How long it takes to get an item
30 ENC units of things in the package or	part of it. An important note is that egg los	ss as a result of use actions is taken into acc	ount after working out when multiple A are	completed. This may well lead to the loss of one	ckaging (this includes taking it out of a ' back, if it is the or more A of that multiple A sequence. Multiple oppone se A fighting two Goblins can strike once in one, twist o	ents[edit   resource editing] Generally it is
get a slap on the second enemy. Changir	ng A does not need to be indicated in adva	ance. For example, if a Warrior unexpectedly	inflicts a massive critical hit on one enemy	y, he can then change his intended action (to strik	te again at the same enemy) and, instead, try to hit and ttle by making physical contact with them. This is the n	other target with any A he still has. However,
Charging: Characters who engage in com	nbat over a distance equal to or smaller tha	an their M attribute, in yards, are supposed t	o be charged. They can both move and de	eliver a punch - with a 10% bonus to WS - in the sa	ame round. Charging means that the character has a c their individual turn unless they want to flee to battle.	ertain psychological edge and will take a
case, they can charge both at the same ti	time. When this happens, both characters of	count as and get the right bonus. Combat: O	nce in battle, characters will usually keep t	fighting it out with their opponent until one or the c	other is killed or forced to fight to flee. Characters can flees will almost certainly be affected as they run. Charac	ee the fight during their individual turn as
moved to base-to-base contact when cha	aracters are in combat. Characters may on	nly strike strokes and/or parry within the area	designated as the front of the model. This	depends on the shape of the base and the direct	ion in which the model is confronted. When a characte the charge. Loading signs must go straight to their targ	r recharges, the player moves the model so that
charge during the same round - although	they can position themselves in one round	d and then charge in the next. When it is disc	c-unthinkable or a charger has to go for the	e front, side or back of an opponent, the gamemas	ster must apply common sense. Combat Procedure[ed first. Characters with equal I scores strike blows at the	it   edit source] During their turn, characters can
always strike first if I'm equal. To find out	if a blow hits and causes damage, do the	following: Roll a D100 to see if the character	's stroke strikes. If the throw is equal to or	smaller than the character's WS, a hit is scored. O	Otherwise, the blow is missing and nothing happens. How yould turn over would give 72) and consult the following	its cause damage to the target. To determine
Left arm 56-80 Body 81-90 Right leg 91-0	00 Left leg Note that this diagram refers to	creatures on foot; When fighting mounted or	r non-humanoid creatures, refer to the sec	tions Mounted opponents and non-humanoid oppo	onents as appropriate. Subtract the value of an armor the target's W attribute. (A separate space is given on	from the amount of damage to cause the actual
W can be restored later, it's messy and ra	ather tricky to change the W column of the	profile itself.) Any critical hits are noted. The	e effect of any critical hits is resolved on the	e Critical Hit Chart suitable for the body area affec	ted. If the attacker has more than 1 attack, repeat 1-6 or BS role as the case may be; this is: Location Modif	above for each blow in turn. Targeted
attacker must indicate which arm he is try	ying to hit. It is not possible to specify weap	pons without choosing, because the area be	tween them consists of the upper body and	d the arms together cannot be taken as a single a	rea for targeting. If the targeted blow misses, it strikes arm and head hits, greater than those that usually app	no other body area. The above mentioned
creatures protect their heads and their we	eapon-using upper limbs through reflex an	nd conscious actions, making them especially	difficult to take a hit on. To hit Modifiers[e	dit   edit source] In some situations, it may be eas	ier or more difficult to hit an opponent for a variety of re want, taking the following examples as guidelines: Ch	easons. The chart below shows the most
during that round by charging will only rec	ceive the +10 bonus for that round. Advant	tage of Ground +10 Characters that are high	ner than their opponents - standing on a tal	ole, at the top of a staircase, or on a sharp rise of	the ground, for example - can claim this bonus. It cann acle are harder to hit. In some cases they will be impos	ot be claimed just because one character is
possible, include a -10 penalty. Using a w	veapon -10 Marks are supposed to be righ	nt-handed unless the player explains otherwis	se during the generation phase and makes	the appropriate note. Blows struck with the left h	and suffer this punishment. This does not apply if a chapat skills, such as Street Fighting or Wrestling. Sensitiv	aracter has the Ambidextrous skill. Unarmed -
Targets that don't move are significantly e	easier to hit than targets that dodge, weav	re, and retaliate. Sensitive and static targets	such as doors, treasure chests, and dorma	ant or unconscious enemies can be hit automatica	lly and damage is doubled. When attacking a sensitive ter WS, then D6 damage is stopped by the parry. Chai	or static creature, characters can choose the
the parry succeeds. Characters can try to	parry as many strokes in a round as they	have A, but each parry tried uses an A. Cha	aracters can only try to parry each individua	al blow - a character with 2 A can't parry twice aga	ainst the same blow. Weapons suitable for parrying are not in any way affect the weapon value of the shield. I	: One- and two-handed swords, maces, bees
cumbersome, characters who use a shield	ld lose all their next attacks. However, the	size of a shield and its ability to absorb punis	shment means that the parry stands a bett	er than average chance of success. Characters p	arryed with a shield can add +20 to their WS for the pa B penalty on the damage they cause. Remember that a	rry. Creatures controlled by the GM usually
attacker likes it or not. Armour: Unarmed	combat damage is also modified by armor	r. If the target is a armor, the weapon value i	s doubled; 1 point of armor counts as 2, 2	as 4, etc. If the target is wearing a leather harness	s, 1 point is added to the armor value; 1 point of armor test or be immobilized in a waiting area. Once the opp	armor 2, 2 as 3, 3 and 4, etc. Grabs: An
sensitive targets and neither can take any	y action except maintain or resist the grip.	The holder has the option to release the holder	d at any time, but while it is maintained bro	padly, each fighter must take an S-test each round	l. If both fighters succeed or both fail, the grip is mainta pprehended character escapes. Win and lose[edit   res	ined for that round and nothing else happens. If
necessary to calculate who 'wins' each fig	ght. In a straight one-on-one fight, the char	racter through which most damage is deeme	ed to win - the other character is said to los	e. A character who wins a fight will only get a +10	attack modifier in the next round. This still applies who a fight can be assumed to force their opponent(s) into	en a single character fights more than one
a hail of blows. To indicate this, the mode	el representing the losing character is remo	oved with two yards from the winning sign (i.	e. the model is 1). The opponent did not tu	irn around and run away, but shook or shaken bad	ck in the face of the attack. If it is not possible to go bac	ck, then the model remains stationary, but is still
leave or perform other actions - there is n	no punishment for it. If the winner decides	not to press his attack, the losing character i	s temporarily thrown off-guard and allowed	to do it in the rest of that round, except to meet a	odels are still in base-to-base contact. The winning cha unother attack. Flights[edit   edit source] Characters can	n voluntarily flee the battle or be forced to do so
round and the character is considered to	flee from that moment. Fleeing characters	s turn their backs on the enemy and immedia	tely move away from the fight. The move r	may be on cautious, standard, or running rate - bu	of their own voles, the player must have stated that the tis meant to place the character outside of injury and some lands have an their heads are meeter becomes the control of the contr	so will usually be a run. Many of the critical hit
order. These 'free' attacks are normally re	esolved, with a +10 bonus to win. Since the	e back of the target is turned, no parrying sh	ould be tried and shields do not offer prote	ection. Other armor provides protection as normal.	an slap a blow on their back, no matter how much A the During the round in which an opponent flees, the victor	or must stand still - or at least do no more than
types of weapons, but they all tend to have	ve the same basic purpose and very simila	ar effects. The effect of most weapons deper	nds on the individual skill of the wheeldrive	r rather than on a property of the weapon itself. He	I number of attacks against other opponents. Weapons owever, some weapons are particularly difficult to use a can impose a risk test or other punishment if there is a	and these are called specialized weapons.
Weapon modifiers are summarized in the	e table below. Common weapons are the fo	ollowing: Hand Weapon Knife/Dagger Spear	Improvised Weapon Specialist weapons in	nclude the following: Weapon Modifiers [edit   edit	source] Weapon modifiers are optional for the main rule can be provided as source.  Samage Parry Hand Weapon Knife/Dagger +10	lles. Don't use them if you feel they would slow
Geïmproviseerde wapens -102 +10 Ba	astard Sword -10 - +1 - 2-Weapon Handed	d -1 10 - +2 - Halberd* -10/+20 -10/0** +2 - K	wartierpersoneel1 - Flail10 +1 -10	2-Handed Flail -20 -20 -20 +3 -10 Rapier +201	L2 +20 left dagger2 -10 Swordbreaker2 Donus during the first round of the fight and subsequen	2 -10 Lance*** +20 +10 +2 -20 Net102
The lance is only fully effective when mou	unting and charging. In all other circumstar	nces, the end of the lance is used with the sa	ame effect as a Hand Weapon. Armour[edi	it   edit source] Armour absorbs damage. When ch	naracters are hit, the number of W caused is reduced becomes editing? Sometimes a lucky or powerful blow will	y a harness they wear on the body area struck.
causing greater than normal damage or e	even death. When a creature rolls up to 6 t	to die the damage (before any modifications)	, there is a possibility that such a blow has	been struck. The player rolls a d100 a second tin	ne; if the rolled number is equal to or smaller than the v	ws of the sign, additional damage has been
is only caused on an unchanged role of '6	6'. A character cannot use luck skill to caus	se additional damage. Critical Hits[edit   edit	source] A target can absorb damage up to	the W total without penalty. This characteristic re	nged in the usual way, adding S and deducting T and a presents a buffer level, and only when it is destroyed is fumble has occurred. For example, a character with a	s there real damage. Harmful blows that exceed
99 or 00. If there is a fumble, write down t	the rolled number and consult the relevant	t table. Stuns[edit   edit source] Characters c	an explain that they go for an anesthetic b	efore they take a hit. They however, be aware tha	t unless they have the Strike To Stun skill, the chances is then calculated as normal, except that the hit locat	s of successfully stunning an opponent in hand-
considered as the head and therefore onl	ly head armor and/or shields are taken into	o account. Note that the victim will not lose V	V points unless the result of the D6 damag	e roll is a natural 6. In this case, additional damag	e is then calculated as normal, except that the filt local le should be calculated as normal (see Additional dama y 5 to give a percentage chance of inflicting an anesth	age above). Only the additional damage is
		Thung someone too hard: The modified rest	JIL OI LITE III SE DO TOTE H.E DO DIUS 3 ITIII IUS			
•		•	nces are greatly improved - the victim can,	according to the GMs' discretion, be treated as a	sensitive or static target, and thus automatically hit and	d the chance of being sedated doubled. The
number of minutes for which a bewildered will depend on the relative heights of the	d character remains unconscious is detern creatures involved. The question can be re	mined by rolling a number of D10. The number of D10. The number of D100: Attacker I	nces are greatly improved - the victim can, er of dice to be thrown is equal to 10 minus Horse-Sized Mount Bigger Mount Creature	according to the GMs' discretion, be treated as a s the victim's T. All unarmed attacks can be sedate less than 10' high 01-40 Rider 01-20 Rider 41-00	sensitive or static target, and thus automatically hit and ed. Mounted Combat[edit   edit source] Striking Mount Mount 21-00 Mount Creature 10' or more 01-50 Rider	d the chance of being sedated doubled. The ed Targets: Will a blow hit a mount or rider? This 01-01- 01-50 Rider 51-00 Mount 51-00 Mount
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Target: Characters who fire missile weapons. Target: Characters who fire missile we range (see Fires at Extreme Range). Fire/he shot is hit. If the die is higher than the sour, it is +15; And so on. 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Critical blows due to rocket fire will than its suffers certain adverse modifiers under some gre, Troll, etc.) Firing from a moving mount - size weapons Chart An evasive target is only 75% of the source of the size of t	nces are greatly improved - the victim can, er of dice to be thrown is equal to 10 minus dorse-Sized Mount Bigger Mount Creature ints also have attacks, the mounts will also can continue to fight on foot without harming ricers count as sensitive targets. Non-Humin principle be amorphous or unlikely to we atures: Winged humanoid Use humanoid hone-headed creature will put the stricken he hit location table; 60% of body hits are on live usually only liable for attacks from behin haller character can only attack the legs of e given in the Bestiary. Attacks From Flyim individual within the round. 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Attacked characters can alway syical contact during the individual part of the properties to cases where a flying creature attact of contact and the central part of the properties of the same round as fires, although at the central part of the properties of the weapon is used instead of the same round as fires, although a caters can walk around with loaded crossing place in the same round as fires, although intit, roll a D100. If the score is equal to or loove one. So, if the group is of three creaturing force of the weapon is used instead of the weapon used as defined on the Mistor the weapon used as defined on the Mistor making a safer refuge from bow-using ended delaying each round due to fatigue, etc. of making a safer refuge from bow-using ended delaying each round due to fatigue, etc. of making a safer refuge from bow-using ended delaying each round fuse and throw Incendia subsor and the same round for the making as the common weapons are The Following: Shotomal Arc 24 48 250 3 1 round round round round rounds, 1 round to fire Rotary Cannon 3/6 ed 16/3 50/2 2 2 rounds/barrel to load, 1 rour rounds, 1 round to fire Rotary Cannon 3/6 edit source] Since most rocket fire does not the source of the specific parts of a target (head will not touch any other area or individual. On the additional difficulty of aiming for disting through the process round by round. 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This is to allow fisharpshooting[edit] edit source] Firerams a few rounds, while the Nasties are lower failure, he might suffer from one of the fol fires normally, doing 3x normal admage, I their firearms out of action for a while -rether firearms a few rounds, while the Nasties are lower failure, he might suffer from one of the fol fi	d character remains unconscious is determ creatures involved. The question can be re 51-00 Mount 51-00 Mount In battles where lain Mounts: Riders whose mounts have be lain Mounts: Riders whose mounts have be can try an S-test every round to crawl frozeds such as horses, arms count as front leg. Here are some general guidelines for dea are randomly distributed between the head gun hits become body hits. Snake use D4; is when attacking from behind. Tails Hit loc is head when you're only 3' high! When the ial attacks that take the form of bites, tail it of contact. 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The numbersolved fairly easily using a D100: Attacker is both sides are mounted and where the mouent killed roll a D100: 01-70 Disassembled on under the mountain. Until free, captured to gs, legs as hind limbs. Other creatures may be aling with hit locations on non-humanoid creates. A critical blow to a head that would kill a contain so the head that would kill a contain so the head. Centaur Use humanoid cations for tails are not given because tails are is a height difference of 10° or more, a smashings, etc. Details of these attack forms are yet try to parry - even if they already turn their the round. It is believed that the two antagon acks a creature on the ground - battle between ombat Procedure[edit   edit source] Unlike head to they want to (see Carry loaded weapons of they want to (see Carry loaded weapons it may take longer if the target is at extreme other than the BS of the shooting character, the firer gets a +10 bonus to BS; as of for firing the S of the creature; this is given in the its: Critical blows due to rocket fire will than its suffers certain adverse modifiers under some gre, Troll, etc.) Firing from a moving mount - 1-10 Such as stones, pottery, chairs, etc. Tar sile Weapons Chart An evasive target is one memies. An evasive target travels only 75% of the Sow Normal Bow Crossbow Javelin Spead Bow 32 64 300 3 1 round Elf Bow 32 64 30 3 1 round Elf Bow 32 64 30 3 1 round to throw Javelin and the source of the shooting from the fire lap; Need to load, 1 round for the source of the short distance is taken as Extreme. Fireful to load Duelling Pistol 3/4 8/3 16/3 50/2 2 5 24/4 48/3 100/2 4 rounds to load, 1 round for the ground to lape with the relevant Specialist Weapon sill of take place within the same kind of narrow is often easier to work out how long it will tak stant goals. This punishment can be discount of take place within the same kind of narrow is often easier to work out how long it will tak stant goals. This punishment can be discount of the fig l	nces are greatly improved - the victim can, er of dice to be thrown is equal to 10 minus clorse-Sized Mount Bigger Mount Creature into also have attacks, the mounts will also can continue to fight on foot without harming in principle be amorphous or unlikely to we atures: Winged humanoid Use humanoid hone-headed creature will put the stricken hint location table; 60% of body hits are on le usually only liable for attacks from behin aller character can only attack the legs of e given in the Bestiary. Attacks From Flyin rindividual within the round. Characters mists swap succeed as the flyer passes, alther flies flies is solved in the same way as the and-to-hand combat, characters' A charact some missile weapons, such as crossbowing up on a crossbow or gunpowder weapons). Target: Characters who fire missile we range (see Fires at Extreme Range). Fire the shot is hit. If the die is higher than the sour, it is +15; And so on. Hit Location[edit] e Missile Weapons Chart. Long-range hits chose that result from hand-to-hand battless e circumstances - if the goal is a long way to be that runs at full speed, but which also take of the distance of a full running speed, due a laso impose further modifiers at your disc. Unsiled characters try to use a specialist in Improvised Specialist Weapons the follow a laso impose further modifiers at your disc. Unsiled characters try to use a specialist in Improvised Specialist Weapons the follow a laso impose further modifiers at your disc. 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T and armor deduct I system can be used; the gamemaster may use the deare as follows: Firing at a small target -10 Generally, a odge target -20 See below long-range firing -10 Long-rard coverage -20 The target is partially hidden by stone I usually only happen to creatures smart enough to do M 3, full running speed is 48 meters per lap, evasion of the source) A with hand-to-hand weapons, missile weage gamesmaster can impose a risk test on another punish source) Missile Weapon Chart[edit   edit source] Rang 250 11 round fire; 1 round to fire repetition crossbow for source and target sea of the effective strength of the should be used instead of the effective strength of the short of proportions. This is in addition to th	d the chance of being sedated doubled. The ed Targets: Will a blow hit a mount or rider? 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The target must also be within range of combat, except for the use of the BS property ack an individual target, BS is increased by dit source] Damage is determined in the same ions are made as normal. Additional damage: etailed critical system if desired, although some mything under 1' high and long counts as a ange Target is used long-range for the weapon or or masonry, walls or tilt firing at extreme it (an Int test can be used if the GM is unsure speed 36 meters per lap). In all other respects pons fall into the two classes of ordinary and himent if there is a chance of the character e Weapon Short Long Extreme ES Load /Fire 32 - 100 1 fires 2 shots per round; Magazine 50 1 round Lasso 8 16 30 - 1 round; 2 rounds to the weapon. F - This weapon causes normal to load Blunderbuss fire 3/5 24/3 48/3 250/2 3 ordinary and the fire stands and shooting at an advancing group of a targets at extreme range takes a whole nodifier for firing at extreme distance.  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Missile Fire[existics do not affect the number of missile attacks and gunpowder weapons, take longer to prepare throw. When a missile is fired or thrown, the blow kill, the sot has missed. When a character shoot source editing] Hit location is determined in the scause a point less damage. Hits extreme distance. For general purposes, the Sudden Death Critica off, especially small, and so on. Typical modifiers a running target -10 Move at full speed Firing at do hidden by vegetation, forests or trees Target in he everasive action by zig-zagging and dod. This with the time gularity of his course (for example, with retion. Ordinary and specialized weapons[edit   et at wepon do so with an effective BS of 10 and the wing: Firearms include the following: Artillery [edit d drawer; 1 round to fire CrossbowPik pistol 16 33. Dart 4 8 20 C 1 round Throwing Knife 4 8 20 C 1 effective force of the weapon C - The S of the pitc pon Point Blank Short Long Extreme Load/fire time in have character indiscriminately shoots into a large to round longer than usual. The player nominates not be allowed to wander around with arrows per racter will quickly respond to some sudden dange to round longer than usual. The player	sensitive or static target, and thus automatically hit and and. Mounted Combat[edit   edit source] Striking Mountor 10 Mount 21-00 Mount Creature 10' or more 01-50 Rider ount follows this procedure, but adds 10% to all roles. from D4 yards. Rider is thrown in a random direction. reatures In the game are basically humanoid and the rhow where a blow lands unless you apply the damage are 75% of body hits from behind. Octopus Use D10; other features on the GMs discretion), killing the creatualways on front legs unless the attack is from behind. I, the tail is struck when the hit location table indicates a pred on other parts of the body are rolled again. Specie of move, it is possible for flying creatures to dive in and not yet taken their individual spin within the round. The scan leave a fight at any time. They are not considered it   edit source  Missile weapons are used remotely. The stey can make during a round. Using a missile weapor and fire, while the repeating crossbow can fire faster, and gunpowder weapons, loading takes place in a segids their target. They can't fire around corners or throug a rate determined in the same way as for hand-to-hand combat. Damage[edit   et e cause two fewer damage points. Thandarmor deduct are as follows: Firing at a small target -10 Generally, a odge target -20 See below long-range firing -10 Long-rard coverage -20 The target is partially hidden by stone I usually only happen to creatures smart enough to do M 3, full running speed is 48 meters per lap, evasion of the source of the search of th	d the chance of being sedated doubled. The ed Targets: Will a blow hit a mount or rider? This 01-01- 01-50 Rider 51-00 Mount 51-00 Mount 151-00 Mount 151-00 Formal hit location system can be used where rules to these creatures. In other cases, the 1-8: tentacle, 9-10: body. Multiple Heads Use hit ire only if all heads are destroyed. Flightless Hydra 90% of hits are on heads (equal chance a head hit. Especially long opponents[editing   al Attacks From Large Creatures[edit   edit then climb out of the fight in the same round. ey can do this, even though the flyer has do to flee and do not get hit when they leave they include any weapon thrown (e.g. bees, on breaks into three different actions:  Loading/burn times are specified in the Missile barate round of aiming and firing. This does not provide any development of the Sproperty ack an individual target, BS is increased by addit source] Damage is determined in the same ions are made as normal. Additional damage: etailed critical system if desired, although some normasonry, walls or tilt firing at extreme it (an Int test can be used if the GM is unsure speed 36 meters per lap). In all other respects upons fall into the two classes of ordinary and himent if there is a chance of the character e Weapon Short Long Extreme ES Load /Fire 32 - 100 1 fires 2 shots per round; Magazine 50 1 round Lasso 8 16 30 - 1 round; 2 rounds to the weapon. F - This weapon causes normal to load Blunderbuss fire 3/5 24/3 48/3 250/2 3 rike Gun fire 3/4 12/3 24/3 50/2 2 rounds, 1 is eweapons fire multiple shots - see individual stands and shooting at an advancing group of ng at targets at extreme range takes a whole nodifier for firing at extreme distance.  The weapons fire multiple shots - see individual stands and shooting at an advancing group of ng at targets at extreme range takes a whole nodifier for firing when a smelly Ogre tries used, but it's unlikely that a character owned to rargeted Strokes above.  The owned the result is treated as the range.  This sile and having to do anyt

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