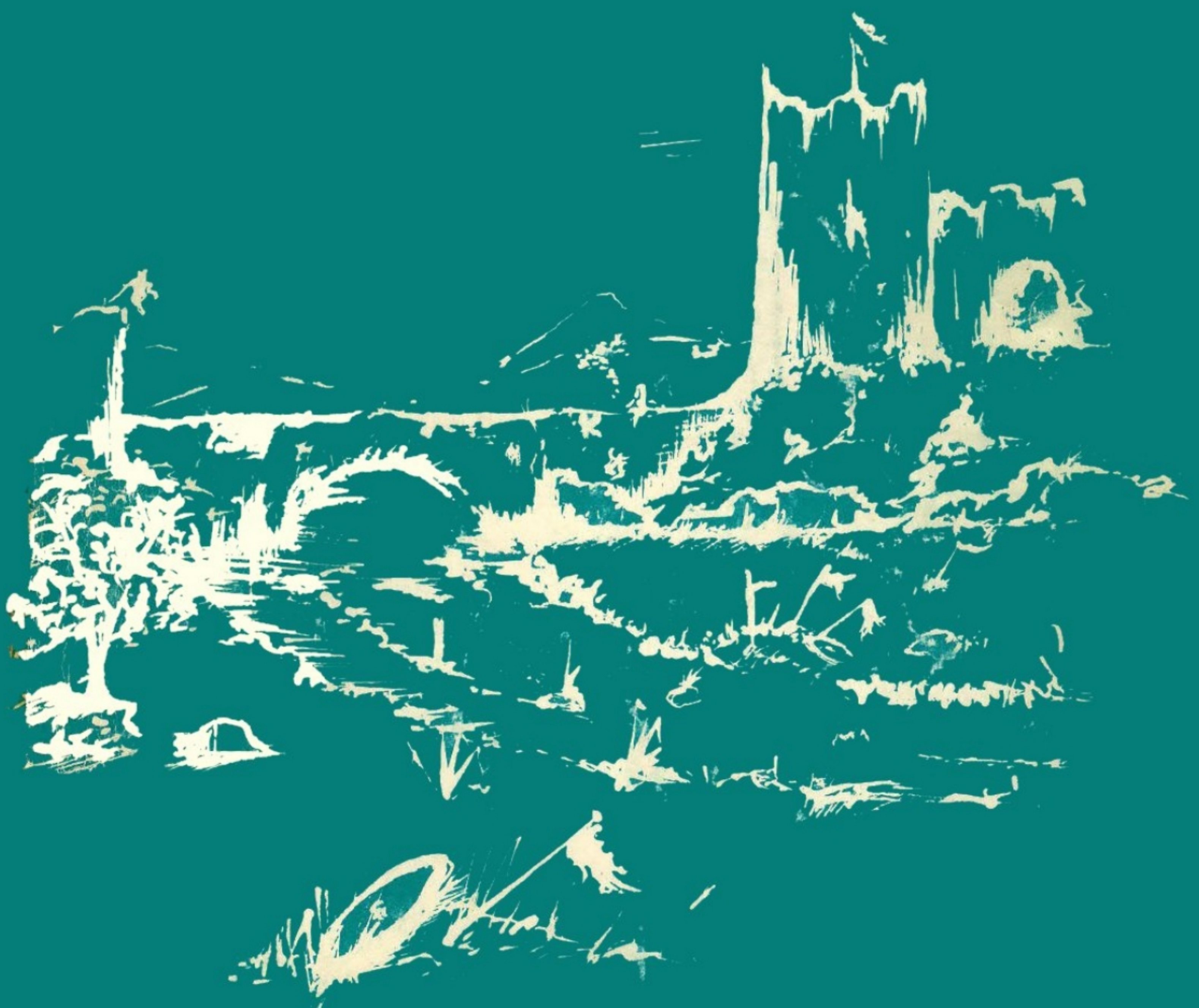


BJFROST

Volume 2:
COMBAT.



INTRODUCTION

"Faerie", Volume I of Bifrost, provided the background rules on how to set up a game. This second volume is concerned with the mechanics of actually playing the game, in particular combat situations.

Herein may be found the methods by which the grimmest monsters in fantasy may be despatched by physical means. This volume is for players who wish to stalk silently, sword in hand along dimly lit corridors or range across the far steppes leaving a trail of red ruin.

Orpington, Kent.
4th January 1978.

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Introduction to Combat

As the practice of fighting other creatures is one of the major facets of Bifrost, there is necessarily a comprehensive section on combat. However, players should not be alarmed at the prospect of having to use a large and complicated set of rules because they are based on a simple framework to which can be added as many or as few "frills" as desired.

The basic system is unique in that advancement of skills is accurately reflected by the difficulty of the deed done and the flexibility of the rules should provide enough variety in fighting styles to suit most players. The system has been designed so that a less powerful player will achieve more advancement from slaying a particular creature than a more powerful player slaying the same monster. At first, play will naturally be slow during battles but after a time each of the participants, both referee and players, will remember the techniques and most battles will be resolved with the use of a few tables and some scrap paper.

Much of this section consists of examples to clarify points and at the end there is a set of optional rules that players may wish to use in order to make combat even more realistic. Rules for mounted combat and for archery may be found after the main sections on hand-to-hand combat.

"The first blow is half the battle" O. Goldsmith.

COMBAT

The factors that govern a player's effectivity in combat are known as the Attack Total and Defence Total (henceforth referred to as A.T. and D.T. respectively.) Each character is allotted an A.T. and D.T. of 100 points, at least, at the beginning of the game. Each monster or creature is allotted a Combat Total (henceforth referred to as C.T.) of a certain number of points governed by its effectivity.

An average, naked man (in Bifrost) with no experience of combat has an A.T. of 100 and a D.T. of 100. Added to or subtracted from this score are various numbers of points for modifying factors, such as, strength, armour, weapons, experience in combat, wounds, fatigue and so on. These factors are dealt with either in their own sections elsewhere in the rules or in the table following:

EQUIPMENT TABLE

Item.	Effect on D.T.	Effect on A.T.
Man	100	100
Normal Clothes	+10	---
Leather Cap	+2	---
Mail Coif	+8	---
Helmet	+10	---
Leather Armour	+15	---
Mail Coat	+30	-10
Breast Plate	+20	-5
Full Plate Armour	+70	-20
Leather Buckler	+15	+5
Shield	+25	+10
Single - handed Sword	+40	+40
Double - handed Sword	+40	+60
Single-handed Axe	+35	+45
Double-handed Axe	+35	+65
Mace/Morning Star/Flail	+10	+25

(con'd 2/.....)

	Effect on D.T.	Effect on A.T.
Spear	+20	+40
Javelin	+10	+25
Pole Arm/Pike	+25	+35
Lance	+20	+40
Dagger	+10	+5
Mounted Man	+60	+75
Heavy Horse	+10	+40
Medium Horse	+5	+30
Light Horse	---	+20
Horse	160	100
Horse-Heavy Armour	+20	---
Horse-Medium Armour	+30	---
Horse-Heavy Armour	+40	---

<u>Wounds</u>	<u>For Humans</u>		<u>For Creatures</u>
	<u>Effect on D.T.</u>	<u>Effect on A.T.</u>	<u>Effect on C.T.</u>
Per Light Wound	-10	-10	-10
Per Medium Wound	-20	-25	-20
Per Heavy Wound	-40	-50	-45
Per Mortal Wound	-60	-70	-65

See also the separate section on Wounds for the other physical effects caused by them. Note that '-' in the table above means 'minus' and that deductions for wounds are made from the Basic Score, not from the Modified Score, (The difference between these two terms is explained later.)

The effect of Fatigue on A.T./D.T. and C.T. is dealt with under the section on Fatigue.

The values applying to physical items ie swords, armour etc are for average quality articles. Obviously a better quality weapon (usually but not necessarily more expensive; referees should sprinkle their arms dealers with the unscrupulous sort that sell bad swords at high prices!) will have a slightly increased effect on A.T./D.T. As a guideline: For every doubling or halving of the price paid for an average quality item, increase or decrease the value by 1 point. In the optional rules there is a list, in more detail, of specific weapons for players who wish to use them rather than the broader groupings found in the Equipment Table.

Calculation of A.T. and D.T.

Probably the first thing that a player should do after determining the Characteristics of his character is to calculate the A.T. and D.T. This is done in the following way.

Take the basic score of 100 (80 if female; this is not discrimination but a difference in physical strength) and modify it with the scores of the factors in the A and B Grades, such as strength, where applicable. This will give a character his basic A.T./D.T. of 100 + or - some figure. It is this BASIC SCORE that is affected by wounds, fatigue, spells etc and not the MODIFIED SCORE which is calculated by adding the values of items to the Basic Score.

Deductions for wounds and fatigue, and anything that affects the man himself rather than any articles, are made from the Basic Score. Points awarded for Combat
(con'd 3/.....)

Experience are added to the Basic Score, not the Modified Score.

An example to illustrate the rules is useful at this point.

A player has worked out the Characteristics of his character, who has an A Grade of 3, including a Strength Score of 13 and a Dexterity Score of 9. (Other information about this character is not needed at this point).

The character therefore has a Basic Score of :

<u>Basic Score</u>	<u>D.T.</u>	<u>A.T.</u>	
	100	100	Base score for a man.
	---	+40	Strength Score of 13.
	+20	+20	Dexterity Score of 9.
	-----	-----	
TOTAL	120	160	

The character then equips himself by buying the following articles, which go towards his Modified Score.

<u>Modified Score</u>	<u>D.T.</u>	<u>A.T.</u>	
	120	160	Basic Score.
	+10	---	Normal Clothes.
	+10	---	Helmet.
	+30	-10	Mail Coat.
	+25	+10	Shield.
	+40	+40	Single-handed Sword.
	-----	-----	
TOTAL	235	200	

The character also buys a spear and a dagger. When he uses these other weapons instead of the single-handed sword above, the A.T./D.T. values for those weapons, in this case spear or dagger, should be substituted for that of the sword, NOT added on.

Players should keep note of their Basic Scores, separately from their Modified Scores.

Let us say that the character has suffered a medium wound. The immediate effect of this is to reduce the .D.T. by 20 and A.T. by 25 (as outlined in the table listing deductions through wounds). His Basic Score will now be :

	<u>D.T.</u>	<u>A.T.</u>
	120	160
	-20	-25
	-----	-----
TOTAL	100	135

and his Modified Score will be :

	<u>D.T.</u>	<u>A.T.</u>
	235	200
	-20	-25
	-----	-----
	215	175

(con'd 4/.....)

This is quite straight forward but if we assume that the character also loses his shield, the calculation is slightly different. This will cause a drop in the Modified Score but the Basic Score will be unchanged because the loss of a shield (or any other piece of equipment) does not affect the inherent effectivity of the character. With the loss of a shield the character's Modified Score will be :

<u>D.T.</u>	<u>A.T.</u>
210	175
-25	-10
-----	-----
185	165

but his Basic Score is still D.T. 100 and A.T.135.

It may seem unnecessary to go to these lengths but the Basic Score and modified Score must be dealt with separately so that physical effects are suffered by the man, not his equipment. If this was not so then the following might occur. (Note that when a character has a Basic Score D.T. less than 0, he is dead.)

The character above used in the previous examples is assumed to be involved in another fight in which he receives three Heavy Wounds. The rules on Wounds determine whether these injuries cause death immediately on the character receiving them, but if they do not, then he suffers a deduction of 40 points on his D.T. and 50 points on his A.T. for each wound. There are two methods of expressing the effects of these wounds and both methods, A and B, are shown in the following example. Method 'A' is correct; method 'B' is incorrect and should not be used.

	<u>METHOD 'A'</u>			<u>METHOD 'B'</u>	
	<u>D.T.</u>	<u>A.T.</u>		<u>D.T.</u>	<u>A.T.</u>
Using	100	135	Using	185	165
Basic	-40	-50	<u>Modified</u>	-40	-50
Score	-40	-50	<u>Score</u>	-40	-50
	-40	-50		-40	-50
	-----	-----		-----	-----
	-20	-15		+65	+15

Thus, according to Method 'A' (the correct method) the character is dead, according to 'B' he is alive. 'A' must be correct because if 'B' is used and the character has his sword and mail coat taken off, he must deduct a further 70 from his D.T. bringing the score below zero. This means, in effect that a man can be killed by forcing him to drop his weapons!

Note also that it is the Basic Score D.T. that governs whether a character is alive or dead. If a character has a positive D.T. but a negative A.T. he is still alive. However, a character may have a positive D.T. yet still die because of his wounds. This is dealt with under the section on wounds.

Two important points to remember :

- 1) Combat Experience is added to the Basic Score.
- 2) Weapon Skill Points (an optional rule) are added to the factor for the particular weapon and hence to the Modified Score,

Both of these terms will be explained later.

HAND-TO-HAND COMBAT

When an encounter takes place the actions of the characters and of the creatures met may result in physical violence. This is decided as a result of the Reaction Rules and the attitude and actions of the players involved. Unless one party or the other has an advantage through surprise or other circumstances, all combat is deemed to be occurring simultaneously, Each bout of combat is divided up into Fighting Phases. Each Fighting Phase allows both combatants to attack each other once ie X attacks Y while Y defends, then Y attacks X while X defends. This is one Fighting Phase.

Each Fighting Phase may last for 5 to 10 seconds. (Throw 1 normal dice and add result to 4. This equals the length of the Phase in seconds).

When X attacks Y, Y's D.T. (or C.T.) is deducted from X's A.T. (or C.T.). This resulting figure is X's Combat Differential for that particular Fighting Phase.

EXAMPLE:

X has an A.T. = 200. D.T. = 240.
Y has a C.T. = 180.

X attacks Y, X's Combat Differential (C.D.) is 200 (X's A.T.)
minus 180 (Y's C.T.)
= +20

The sign of the C.D., + or -, is important.

This C.D. is then applied to Table A. Along the top of Table A are values of C.D. from less than -150 to more than +150. The C.D. calculated for the particular Fighting Phase will fall within one of the columns. The figure in the row below this is the score required on a percentage dice in order for an attack to be successful. If the figure is equalled or exceeded then the strike has caused a wound. Failure means that the attack has been successfully blocked.

A 20-sided dice should be thrown if a strike has been successful and the result applied to the rows below the column used for the C.D. This will tell the defender what sort of wound has been inflicted upon him. This will be either a Light Wound (LW), Medium Wound (MW), Heavy Wound (HW) or a Mortal Wound (MoW)

Table A - See Page 6

COMBAT DIFFERENTIAL

	-151-	-150	-110	-95	-85	-75	-65	-55	-45	-35	-25	-15	-8	-2	+3	+9	+16	+26	+36	+46	+56	+66	+76	+86	+96	+111	+151+
	98	96	94	91	88	84	80	75	70	65	60	55	50	45	40	35	31	27	24	20	17	14	11	9	7	5	3
LW	1-16	1-15	1-14	1-13	1-13	1-12	1-12	1-11	1-11	1-11	1-10	1-10	1-10	1-9	1-9	1-9	1-8	1-8	1-8	1-7	1-7	1-7	1-6	1-6	1-6	1-5	1-3
MW	17-18	16-17	15-17	14-17	14-16	13-15	13-14	12-14	12-13	12	11-12	11-12	11	10-11	10	10	9-10	9	9	8-9	8	8	7-8	7	7	6-7	4-6
HTW	19	18-19	18-19	18-19	17-18	16-18	15-18	15-18	14-18	13-18	13-18	13-17	12-17	12-17	11-17	11-16	11-16	10-16	10-15	10-15	9-15	9-14	9-14	8-14	8-13	8-11	7-9
MOW	20	20	20	20	19-20	19-20	19-20	19-20	19-20	19-20	19-20	18-20	18-20	18-20	18-20	17-20	17-20	17-20	16-20	16-20	16-20	15-20	15-20	15-20	14-20	12-20	10-20
O.P.	100	98	96	94	91	88	85	82	78	74	70	66	62	58	53	48	43	38	33	28	23	18	13	10	8	6	3

T A B L E A

To continue the example;

$$\begin{aligned}
& \text{Y now attacks X. Y's C.D. is :} \\
& \quad 180 \text{ (Y's C.T.) minus } 240 \text{ (X's D.T.)} \\
& \quad = -60
\end{aligned}$$

The same procedure is then used to see whether the attack has been successful, using in this case, the -56 to -65 column for the C.D.

When the success or failure of each attack has been determined the Fighting Phase is over. Any deductions from the Basic Score of either participant due to wounds and fatigue are made and the players then proceed with the next Fighting Phase. The same procedure is used as above except using re-calculated C.D.'s (if there has been wounds or fatigue) The Fighting Phases continue in this manner until one party :

- (i) is killed
- or (ii) is wounded to the point of being unable to continue
- or (iii) is overpowered.
- or (iv) surrenders
- or (v) successfully breaks off from combat.

The character who is forced to adopt one of these courses of action is deemed to be the loser. At this point, the winner receives an increase in his Basic Score.

Combat Experience

As a character is involved in combat he will, assuming that he survives the fighting, increase in his ability to fight. This increased ability is known as Combat Experience and is simulated by an increase in Basic Score. The more difficult that a fight has been, the more valuable it is experience-wise.

The number of points awarded is governed by the relative A.T., D.T. and C.T. of the combatants. The battle will have been one of four types which are :

- 1) Human 'X' Winner, Creature 'Y' Loser. 2) Human 'X' Winner, Human 'Y' Loser.
- 3) Creature 'X' Winner, Human 'Y' Loser. 4) Creature 'X' Winner, Creature 'Y' Loser.

The number of points awarded to the winner is :

FOR CASE 1).

(small x = multiplied by)

$$\frac{\text{C.T. of 'Y' x C.T. of 'Y'}}{(\text{A.T. + D.T.}) \text{ of 'X' x } 5}$$

FOR CASE 2).

$$\frac{(\text{A.T. + D.T.})^2 \text{ of 'Y'}}{2}$$

$$(\text{A.T. + D.T.}) \text{ of 'X' x } 5$$

FOR CASE 3)

$$\frac{(\text{A.T. + D.T.})^2 \text{ of 'Y'}}{2}$$

$$\text{C.T. of 'X' x } 10$$

FOR CASE 4).

$$\frac{(C.T.)^2 \text{ of 'Y'}}{(C.T.) \text{ of 'X'} \times 10}$$

These four cases are merely rearrangements of the same formula so that the referee can quickly select the one which applies to the battle in hand.

Calculators with a square function or square tables are needed at this point.

The loser of a battle receives 1 point for each Fighting Phase that he lasted.

For the calculation of points the A.T. + D.T. of the winning human character (or C.T. x 2 of the winning creature) is taken as that value that he finished combat with. The C.T. (or $\frac{A.T. + D.T.}{2}$) of the loser is that value that he began the combat with.

A full example is now provided so that the referee and players can see the Combat Rules in action.

EXAMPLE

A man with A.T.220, D.T.280 is involved in combat with a troll of C.T.240.

1st Fighting Phase

Man attacks troll at : 220 - 240
= - 20

with a percentage dice he throws67

On Table A, the -16 to -25 column shows that a score of 60 or more is needed for a successful strike. Therefore the troll has been hit. The man then throws a 20-sided dice and scores 14. On the -16 to -25 column this indicates that a Heavy Wound has been inflicted.

Troll attacks man at : 240 - 280
= - 40

with a percentage dice the troll throws 43.

On Table A, the -36 to -45 column shows that a score of 70 or more is needed for a successful strike. Therefore the troll has missed.

The referee then throws a normal dice, scoring 2, and adds 4 seconds. Thus this Fighting Phase has lasted 4 + 2 = 6 seconds.

The troll then suffers a deduction of 45 points from its C.T. for receiving a Heavy Wound and the immediate effects and location of the wound are determined by the Wounds Rules.

Assuming that the troll carries on fighting after receiving the Heavy Wound (checking the Morale Rules as well as immediate effects of wounds), the 2nd Fighting Phase is initiated.

2nd Fighting Phase

State of combatants :
Man : A.T. = 220, D.T. = 280
Troll : C.T. = (240 - 45) = 195

Troll attacks at : 195 - 280
= - 85

(con'd 9/.....)

Troll throws percentage dice scoring 72.

Consulting the -76 to -85 column of Table A, this is another miss.

$$\begin{aligned} \text{Man attacks at : } & 220 - 195 \\ & = +25 \end{aligned}$$

Man throws percentage dice scoring 29.

Consulting the +16 to +25 column of Table A, this is a successful strike.

Man throws a 20-sided dice, scoring 18 and causes a Mortal Wound.

Referee throws a 4 on a normal dice. Therefore the 2nd Fighting Phase lasted $4 + 4 = 8$ seconds.

The troll then suffers a deduction of 65 from its C.T. for a Mortal Wound and when the referee consults the Wounds Rules, he finds that this wound has been immediately fatal and killed the troll outright.

The man therefore receives an addition to his Basic Score for winning this battle. This is an example of a CASE 1 battle and the referee works out the number of points awarded using the Case 1 formula. Thus the number of points obtained by the victorious man is :

$$\begin{aligned} & \frac{240 \times 240}{(220 + 280) \times 5} \\ = & \frac{57,600}{2500} \\ = & 23 (.04) \text{ (Fractions are lost; they are rounded to the nearest} \\ & \text{whole number)} \\ = & 23 \text{ points.} \end{aligned}$$

The man thus adds 23 points to his A.T. and D.T. Basic Score, Therefore, assuming that he does not change his equipment, the next time that he is involved in a battle, his Modified Score will be A.T. 243, D.T. 303.

Note that if the troll had surrendered or run away after the 1st Fighting Phase, the man would have received the same number of points. (The troll would, incidentally, also gain 1 point for having engaged the man for 1 Fighting Phase.)

Combat Experience in Multiple Combat

When a creature is killed by more than one character, the Combat Experience must be divided between them all.

The C.T. of the defeated creature should be divided by the number of characters involved in the battle. This figure is applied in the normal fashion to the formula for calculation of Combat Experience for each character.

Any character who does not enter the battle at the beginning or leaves the battle before it is over receives only $\frac{1}{2}$ the Combat Experience Points that he would normally receive.

EXAMPLE :

4 Characters - A, B, C and D each have an A.T. +D.T. of 400. They attack and eventually kill a storm giant (C.T. 460) but not before A has to withdraw because he has been wounded. Combat Experience Points are calculated as follows :

No. of characters involved = 4

C.T. of dead Storm Giant = 460 divided by 4 = 115

Combat Experience points for each of B, C, and D

$$= \frac{115 \times 115}{400 \times 5} = \frac{13225}{2000} = 6 \text{ (approximately)}$$

A receives $\frac{115 \times 115}{400 \times 5} = 6$ but halved because he left the battle before it is finished.

Therefore A receives 3 points.

MULTIPLE COMBAT

It is unlikely that players will be involved solely with one to one combat and will, in most battles, either outnumber the opposition or be outnumbered themselves.

When in Multiple Combat both sides may choose how many assailants they wish to engage. Depending on just how many assailants are attacked, the A.T. must be divided between each one and the same applies to the D.T. which must be divided between the number defended against. Table B is used to calculate these proportions and is used in the following way :

Cross-check the number of assailants ATTACKED (along the top of the table) with the number of assailants DEFENDED against (along the side of the table). The corresponding box will be divided into two segments. The figure in the UPPER segment is the percentage of the A.T. that may be devoted to each subject that is being attacked. The figure in the LOWER segment is the percentage of the D.T. that may be used against each assailant that is attacking the defender.

The system is best illustrated with an example.

EXAMPLE.

One man is attacked by four creatures. The man has an A.T. of 600 and a D.T. of 700. He decides to attack all four and to defend against all four. By using Table B it can be seen that he can defend against each one at 40% of his D.T. and attack each one at 25% of his A.T.

This means that he can (in one Fighting Phase) attack each creature with an A.T. of 25% x 600 = 150 and defend against four strikes at 40% x 700 = 280 for each attack.

Should the man decide to attack only three and defend against all four, he would (using Table B) attack each one at 30% of his A.T. (ie 180) but must choose which three out of the four creatures to attack and which to not attack. The man also defends against all four at 40% of his D.T. (ie 280).

Fighting more than one assailant is obviously more tiring than fighting one. Consequently, the rates of accumulation of fatigue are increased in Multiple Combat.

For each creature that a character attacks or defends against in a given Fighting Phase, multiply the rate of accumulation of fatigue by a factor of one, eg if a player attacks two creatures the rate is doubled, three and the rate is trebled and so on. (Note that if a character attacks one creature but defends against a different creature in the same Fighting Phase, the rate is still doubled because he is dealing with two creatures. If, however, he attacks and defends against one creature, only the single rate of fatigue is used because only one creature is engaged.)

Players may, under certain circumstances, wish to ignore one or more creatures whilst engaging others. These un-engaged creatures may attack the character without fear of being attacked whilst the character is occupied with the others. Also, because the defending party has chosen to ignore these attackers, they will find it easier to hit the defender.

Table B - see Page 12 Table C - see page 13

When a situation arises in which a player chooses (or is forced) to defend against fewer creatures than are attacking him, Table C is employed.

With Table C, cross-check the number of assailants being engaged (ie attacked or defended against) along the top of the Table with the number not engaged along the side of the table. The figure in the corresponding box is the percentage of the attacker's A.T. (or C.T.) that should be added to his A.T. (or C.T.).

Again an example clarifies the point :

EXAMPLE

A man is engaging three monsters and a fourth monster with a C.T. of 300 has not been engaged and is able to attack. Therefore,

Number Engaged = 3 C.T.
Number not Engaged = 1

with these figures Table C shows that an increase of 200% is applied eg from 300 to 900. Thus 3 monsters will attack the man at their normal value of C.T. and the fourth monster will attack with C.T. at 900. The man will defend at 50% of his D.T. against all four monsters because this is the percentage shown on Table B for defence against three assailants.

Players should be warned that to leave assailants unengaged is dangerous unless the attackers are so weak as to be ineffectual. However, by not engaging weak assailants the player may cut his rate of accumulation of fatigue points leaving him fresh to deal with the more dangerous ones. This may be vital in prolonged bouts of combat.

Numbers in Multiple Combat.

Obviously, physical space will prevent no more than a certain number of combatants from engaging a single opponent. This number will depend upon the size of the parties involved and the conditions under which the combat is taking place. Table D shows the maximum number of assailants that may engage a single, unconfined man (eg out-of-doors, in plains etc). For fighting in narrow passages, rooms, forests etc, the referee should use the modifying factors appearing after Table D.

TABLE D

<u>Size of Attackers</u>	<u>Maximum Number</u>
1	10
2	9
3	8
4	7
5-6	6
7-9	5
10-15	4
16-29	3
30-59	2
60-100	1

(con'd 12 /.....)

TABLE C

Number of Assailants Engaged

	1	2	3	4	5	6	7	8	9	10+
0	-	-	-	-	-	-	-	-	-	-
1	300	250	200	150	125	100	75	50	30	10
2	250	200	150	125	100	75	50	30	10	-
3	200	150	125	100	75	50	30	10	-	-
4	150	125	100	75	50	30	10	-	-	-
5	125	100	75	50	30	10	-	-	-	-
6	100	75	50	30	10	-	-	-	-	-
7	75	50	30	10	-	-	-	-	-	-
8	50	30	10	-	-	-	-	-	-	-
9	30	10	-	-	-	-	-	-	-	-

- = No bonus.

This table is designed with a human as the defender. If the defender is markedly different in size to a man the referee should use his discretion in deciding on how many attackers can fit in.

The following factors apply if the defender is not being attacked in the open.

- 1) Defender has back against wall etc..... x $\frac{1}{2}$
- 2) Defender has back against tree etc..... x $\frac{3}{4}$
- 3) Defender in passage, 10 feet wide x $\frac{1}{4}$
- 4) Defender in passage, 5 feet wide x 1/5

For factors 3) and 4), this is doubled if the defender is attacked from two sides. Except for special cases of tall, thin creatures, monsters of size greater than 15 cannot get into passages less than 10 feet wide or greater than size 10 into passages less than 5 feet wide.

Thus a character can be attacked on a plain by up to 4 creatures of size 14 but if he is in a wood with his back against a wall, he may only be attacked by $\frac{3}{4} \times 4 = 3$ creatures.

The referee must use his discretion when resolving mixed combats involving assailants of different sizes eg instead of being attacked by 5 size 7-9 creatures, a man may be attacked by 2 size 16-29 +1 size 10-15 etc.

FEROCITY AND TOTAL DEFENCE

When a player is involved in a combat situation that he feels he cannot handle, he is left with two options. The player can (assuming that he is not going to surrender or break off from the battle):

- 1) Decide to defend all the time and hope that the assailant tires more quickly, gets bored or help arrives.
- 2) Attack the assailant all out, heedless of the consequences and hope to overwhelm it. (Semi-berserk.)

(1)

A player may, at the beginning of any Fighting Phase, elect to adopt a Total Defence. Once this has been decided, the decision must stand until the next Fighting Phase, when a fresh choice of actions may be made.

During the Fighting Phase in which the player has adopted Total Defence, he may double his D.T. but may not attack at all. This doubled D.T. is subject to normal rules for combat, multiple combat etc.

There is no extra fatigue penalty attached to Total Defence except, as with normal combat, when the player is engaged with more than one assailant.

(2)

A player may, at the beginning of any Fighting Phase, elect to attack to a greater extent than his A.T. would normally allow.

During this Fighting Phase the A.T. is increased at the expense of the D.T. The more a player devotes to attack, the more he leaves himself open to attack. The following Table gives the effect on A.T. and D.T. of such a decision.

Each point increase in A.T. (up to +50) = two point decrease in D.T.

Each point increase in A.T. (+51+) = five point decrease in D.T.

An example follows to show the workings of these rules.

EXAMPLE

A character has an A.T. of 400 and a D.T. of 500.

He decides to increase his A.T. by 65 points.

For the first 50 points, his D.T. suffers a deduction of $50 \times 2 = 100$ points and for the next 15 points after 50, making a total of 65, his D.T. is reduced by $15 \times 5 = 75$. Therefore, for this Fighting Phase the A.T. and D.T. of this particular character is :

A.T. $400 + 65 = 465$
D.T. $500 - 175 = 325$

This modified A.T./D.T. is then used in the normal fashion for combat.

Note that the D.T. cannot, under any circumstances, be reduced by a number of points greater than the character's Basic Score, when using this method.

SURPRISE AND REACTION TIME

The Reaction Time available from the moment that a threat is seen until combat is joined governs what can be done in preparation for the battle. It also governs the chance of a party being surprised.

When a referee tells the players of an encounter, he should consider the circumstances of the meeting in determining the Reaction Time. For instance; if a creature leaps out suddenly on a character as he turns a corner, that character has only a fraction of a second to react and is likely to be surprised. If he is walking across a plain and a few yards away a creature rises out of the grass and runs at him, he will have much more time in which to react and if he is initially surprised this surprise will have worn off and have less effect by the time the creature has reached him.

The referee must therefore categorise the Reaction Time of an encounter as one of the following :

<u>Reaction Time</u>	<u>Surprise Rating</u>	<u>Surprise Group</u>
Fraction of a second.	20	A
2-4 seconds.	14	B
5-7 seconds.	10	C
8-10 seconds.	6	D
11+ seconds.	* Special case see later.	D

The Surprise Rating determines whether or not a party is surprised.

Each member of a party who may be surprised throws one average dice. The score is added to that character's Column B Reaction Score (1-20). Additions or deductions to this score are made if the following factors apply.

- Subject Asleep -10
- Subject Distracted -5
- Subject Fatigued -1 (per 20 Fatigue Points.)
- Subject Expecting Encounter +5
- Subject Nervous or Wounded in Last Encounter -3

Once this has been done the score should be compared to the relevant Surprise Rating for the appropriate Reaction Time. If the Surprise Rating is higher than the score then the subject has been surprised and suffers the effects of the corresponding

(con'd 16 /.....)

Surprise Groups. (A-D).

Surprise Groups and Their Effects.

The section underlined applies to ALL members of a party involved in an encounter not just those who have been surprised. Apart from these underlined sections, non-surprised characters are governed by normal combat rules.

SURPRISE GROUP A

No time to draw weapon, unsling bow or shield but if weapons are ready for combat, no deductions suffered. No archery possible.

- 1) Surprised Party Unarmed or with Sheathed Weapons.
 - (a) Surpriser's A.T. is increased by 20% during 1st Fighting Phase.
 - (b) Surprised party may only defend. D.T. cannot include points value for any weapon carried because it is sheathed.
- 2) Surprised Party Armed and Ready For Action.
 - (a) Surpriser's A.T. is increased by 10% during 1st Fighting Phase.
 - (b) Surprised Party may only defend for 1st Fighting Phase.

SURPRISE GROUP B.

Time for weapon to be drawn but no time to unsling shield or bow. One arrow may be fired if subject has prepared for archery. Hand weapons may not be drawn if archery is attempted.

- (1) Surprised Party Unarmed or with Sheathed Weapons.
 - (a) Surpriser's A.T. is increased by 10% during 1st Fighting Phase
 - (b) Surprised party may draw weapon and defend normally. No attacking possible during 1st Fighting Phase.
- (2) Surprised Party Armed and Ready for Action.
 - (a) Surpriser's A.T. is increased by 10% during 1st Fighting Phase.
 - (b) Surprised party may attack and defend normally.

SURPRISE GROUP C.

Time for weapon to be drawn and shield or bow to be unslung. If archery has been prepared one arrow may be fired and a hand-weapon drawn.

- (a) Surpriser's A.T. is increased by 10% during 1st Fighting Phase.
- (b) Surprised party may attack and defend normally.

SURPRISE GROUP D.

Time for weapon to be drawn, shield or bow unslung and one arrow fired. If archery has been prepared, two arrows may be fired or one arrow fired and a hand-weapon drawn.

- (a) Surpriser's A.T. is increased by 10% during 1st Fighting Phase.
- (b) Surprised party may attack and defend normally.

* SPECIAL CASE

The referee could conceivably create an encounter so surprising or shocking that the players remain surprised for more than 10 seconds. In this case they are subject to the effects of Surprise Group D. (or A, B, C if the Reaction Time is less.)

JOINING AND BREAKING OFF COMBAT

In most cases starting a fight will be all too easy ie a straightforward mutual joining of combat. One side or the other may have an advantage through surprise or through unforeseen circumstances but generally, no extra rules apply.

Breaking off from combat is slightly more involved. If it is obvious that a character is going to lose a particular combat he will want to get away from his opponent(s). This is NOT possible in the following cases. (That is assuming the opponents themselves want to continue).

- (1) Opponents are surrounding subject.
- (2) Opponent (s) move faster than subject.

The character can simply leave the site of the combat in the following cases :

- (1) Both sides do not wish to continue.
- (2) Opponent (s) unable to continue or to follow.

If the opponent is willing and able to continue the combat yet moves more slowly than the subject, the following rules apply.

The combat must continue for one Fighting Phase after the subject has decided to break off from combat.

For this last Fighting Phase, the subject breaking off cannot attack his opponent(s) and defends at -25% on his D.T. against the last attack from his opponent(s).

After this the subject is deemed to have broken off from hand-to-hand combat and can only be attacked by distance weapons.

DISARMING AND OVERPOWERING

When a character (or creature) is far superior in weapon skills compared to his opponent, he may choose to disarm rather than wound his assailant. (note that an attempt to disarm one character by another character can only take place if both parties are armed in the first place. Otherwise this is classed as an attempt to overpower - see later.)

The player has the choice at the beginning of a Fighting Phase of attempting to disarm his opponent rather than attempting to wound him. This is useful when creatures are wanted alive rather than dead and is usually a prelude to overpowering.

To determine success in disarming; deduct the number of Weapon Skill Points (W.S.P.) of the defender for the weapon being used from the number of W.S.P. of the attacker for the weapon that he is using. This gives the W.S.P. Differential. Calculate the Combat Differential as for normal combat and turn to Table E.

Cross-check the C.Differential with the W.S.P. Differential. The figure in the corresponding box is the score that must be equalled or exceeded with a percentage dice throw to successfully disarm the defender. If the attacker fails, he can do nothing more until the next Fighting Phase.

If he succeeds his opponent is deemed to have had his weapon wrenched from his grip by a movement on the part of the successful player. He is now unarmed.

Once a player has decided to try and disarm his opponent he may not change his mind. This is his course of action for that Fighting Phase.

Obviously, a player cannot disarm a creature that does not use a weapon but uses claws and teeth etc.

An unarmed character (or unarmed creature) may be overpowered.

WEAPON SKILL POINT DIFFERENTIAL

-151-	-150-	-110-	-95-	-85-	-75-	-65-	-55-	-45-	-35-	-25-	-15-	-8-	-2-	+3-	+9-	+16-	+26-	+36-	+46-	+56-	+66-	+76-	+86-	+96-	+111-	+151+															
98	97	96	95	94	93	92	90	88	87	85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3
97	96	95	94	93	92	90	88	87	85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	
96	95	94	93	92	90	89	87	86	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	
95	94	93	92	90	89	87	86	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2		
94	93	92	90	89	87	86	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1		
93	92	90	89	87	86	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0		
92	90	88	87	86	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1		
90	88	87	85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2		
88	87	85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3		
87	85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		
85	84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5		
84	81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6		
81	79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7		
79	78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8		
78	76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9		
76	75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10		
75	73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11		
73	70	66	60	53	47	41	36	31	29	27	25	23	19	17	16	14	13	10	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12		

TABLE E

COMBAT DIFFERENTIAL

Overpowering

A player must state at the beginning of a Fighting Phase that he is going to attempt to overpower his opponent and must stick to his decision for that Phase.

The Combat Differential is then calculated as though both parties are engaged in normal combat using any rules pertaining to multiple combat, ferocity etc. as per normal. Except; the attacker (ie the party attempting to overpower) cannot add the value of any weapon he is using to his A.T. (he does, however, receive the full benefit of the weapon for his D.T.)

EXAMPLE

A man with A.T. 500 and D.T. 600 (when using a single-handed sword) attempts to overpower a creature; The C.D. calculated will use an A.T. of 460 (500-40) and a D.T. of 600, and so on.

Using Table A the attacker crosschecks the calculated Combat Differential with the row marked O.P. (Overpower). The figure in the corresponding box is the minimum score with a percentage dice throw that is needed for success.

Failure means that the combat continues but success means that the attacker has overpowered his opponent and has made him a prisoner.

An armed character may never be overpowered without first being unarmed unless he is outnumbered by at least three to one.

WEAPON SKILL POINTS

The Weapon Skill Points (W.S.P.) are a factor designed to simulate the learning of the finer points of weapon handling through training and combat. In this way a character is encouraged to develop skills with a variety of weapons instead of sticking to one. If a player does use just one sort of weapon all the time he may find himself at a distinct disadvantage if he loses this weapon and is forced to use a different one.

For example; an experienced player may have been able to accumulate 50 W.S.P. with the single-handed broadsword and 5 W.S.P. with a single-handed axe. If he uses the sword in combat he may add the 50 points to his Modified Score, but with the axe he may add only 5 points, This difference of 45 points may be regretted when in a life or death situation.

Thus each player should keep a note of the number of W.S.P. he has accumulated for each weapon separately.

Apart from magical means, there are two ways of increasing the number of W.S.P. for each weapon. These are :

- (1) Training
- (2) Combat

(1) By Training

W.S.P. may be obtained by training with :

- (a) A quintain. (or another character less skilful with the weapon.)
- (b) A character more skilled in weapon handling. (ie has a larger number of W.S.P. for that particular weapon.)

Using Method a) 1 W.S.P. per day may be obtained up to a maximum of 7 points. (3 hours of practice per day.)

Using Method B From 1-3 points may be learnt per day (throw a normal dice and halve the result) by training with a "teacher". No more than a number of points equivalent to $\frac{2}{3}$ of that teacher's total number of W.S.P. for the weapon concerned may be obtained. ie a player can learn no more than 10 points from a teacher with 15 points.

With this second method there is also a chance of a training accident occurring. For each day's training throw 1 20-sided dice. A score of 20 indicates that a training accident has happened. Using Table A and the -151- column, throw another 20-sided dice to determine what sort of wound has been inflicted. Should a wound be suffered the referee should use the normal applicable rules to determine wound location and effect.

No training may be undertaken by players with more than 10 points deducted from their Basic Score whether through wounds or fatigue.

(2) By Combat.

The victor of a particular battle should, at the end, consult the following table to see whether or not he is eligible to receive a number of W.S.P. for the weapon he used during that battle.

The referee should take the Combat Differential that was used for the first Fighting Phase. The number of points awarded is as follows :

<u>Players Combat Differential</u>	<u>Number of W.S.P. Awarded</u>
-100 or more negative.	15
-99 to -91	10
-90 to -81	9
-80 to -71	8
-70 to -61	7
-60 to -51	6
-50 to -41	5
-40 to -31	4
-30 to -21	3
-20 to -11	2
-10 to -1	1
0 or more positive.	0

WEAR AND TEAR ON ARMS AND ARMOUR

Each piece of military equipment must wear out eventually and will deteriorate through use. The following rules are designed so that a character does not come out of a battle with a sword that looks as though it is brand new. On the other hand, the rules are not such that a cumbersome book-keeping method is necessary as the paper-work would be unwarranted.

At the end of each bout of combat, not at the end of each Fighting Phase, a check should be made for damage to the weapon used.

<u>Number of Fighting Phases in Bout</u>	<u>Chance of Damage</u>	<u>Points Deducted From Weapon's Combat Value.</u>
1-5	10%	1-4
6-10	20%	1-6
11-30	30%	2-5
31-50	40%	2-12
51+	50%	3-18

Up to 10 points may be regained for the weapon concerned if the owner re-sharpens it with a honing stone but no more than this because the blade will be worn away. Thus after this 'reprieve' of 10 points, the efficiency of the blade will drop permanently each time that it is damaged. The effects of damage are cumulative and when the combat value of a weapon has dropped to $\frac{1}{2}$ of its original total the referee should check for shattering. Each Fighting Phase that the weapon is used after the Combat Value has dropped to $\frac{1}{2}$, there is a 10% chance that the weapon will smash. This will leave the character clutching a hilt or shaft of little more than sentimental value.

Armour is affected in the same way except that all damage is repairable unless caused by a blow that results in a wound. Armour will continue to be of some use until its Combat Value is reduced to zero when it will literally fall apart.

Players whose accoutrements have thus been damaged should never be told the extent of that damage in an exact number of points but should be told, "your sword is notched" or "your breast-plate is dented" or something of this sort.

It is up to the players themselves to decide when and how to replace their worn out equipment.

Magical weapons and armour will, of course, be affected differently by combat and their characteristics will be dealt with in the sections concerned with Magical Items.

TRICKS

No fight would be complete without the occasional trick, whether simple or Hollywood-inspired. It is very difficult to quantify a player's ability to perform a trick, and it would be even more difficult to list all the tricks and their variations without making the Combat Rules a book in themselves. Therefore, the bulk of this section is left to the discretion of the referee who may wish to compile a personal list of tricks, perhaps arranged like the Mounted Combat Tricks.

However, because of the nature of the game in which characters use weapons as everyday objects, actions considered to be tricks by an inexperienced player will become natural and automatic as that player practises and improves. Thus after a few years (game time) of campaigning it would be a mean referee who does not allow his players' characters to have a dazzling repertoire of tricks.

Suggestions for a few tricks follow :

Chopping a candle in half (or extinguishing it) without knocking it over.

Splitting apples with sword or arrow whilst sat upon small boys' heads or flying through the air.

Throwing and catching bladed weapons without losing fingers.

- Swift drawing and sheathing of weapons.
- Ambidextrous fighting.
- Jumping over sweeps at legs and ducking under blows at the head.
- Swaying to avoid thrusts.
- Playing dead after being nicked in the arm.
- Taunts and jibes designed to make the opponent charge like a bull and skewer himself.
- Kicking sand, dust, leaves etc in opponent's face.
- Judicious use of furniture, especially, candelabras, heavy tables, suits of armour, crockery, ropes, small rugs, household pets, tapestries, barrels.
- Judicious use of situation, especially, balconies, spiral staircases, wells, taverns (a particular favourite,) portcullis' and drawbridges, moats.

If a player thinks up a trick or specific action that he wishes to perform, the referee should look at its feasibility and then either set the odds of success if it is a spur of the moment decision or make the character practise until he is at least 50% sure of success. Training accidents can occur whilst practising, so characters should not try anything too ambitious.

The section on Physical Prowess will aid the referee in his decisions.

WEAPON VARIETY

The Equipment Table has purposefully been kept simple so that players are not faced with a bewildering array of different weapons. Thus a "single-handed sword " is a standard broadsword whilst there is a myriad of other single-handed swords which will have values for A.T. and D.T. different to those of the standard sword. If player have particular preferences for specific weapons then the referee should assign particular Combat Values to that weapon but should not make them vastly different from the standard.

THROWING WEAPONS

The ability to throw a weapon depends on the number of W.S.P. that the player has for throwing that weapon.

The distance that the weapon may be thrown is dependant on the Strength of the player and the number of W.S.P. possessed. These two factors correspond to a Range Coding as given by the table below:

		<u>STRENGTH RATING</u>									
		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10+</u>
<u>W.</u> <u>S.</u> <u>P.</u>	0	A	A	A	A	B	B	B	B	C	C
	1	A	A	A	B	B	B	B	C	C	C
	2	A	A	B	B	B	B	C	C	C	C
	3	A	B	B	B	B	C	C	C	C	D
	4	B	B	B	B	C	C	C	C	D	D
	5-10	B	B	B	C	C	C	C	D	D	D
	11-15	B	B	C	C	C	C	D	D	D	D
	16-20	B	C	C	C	C	D	D	D	D	E
	21-30	C	C	C	C	D	D	D	D	E	E
	31-40	C	C	C	D	D	D	D	E	E	E
	41+	C	C	D	D	D	D	E	E	E	E

These Range Codings (A-E) correspond to a maximum range with the particular weapon in use, as follows :

WEAPON	RANGE CODING				
	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
Knife	20	20	30	40	50
Spear	40	45	50	60	70
Javelin	60	70	80	100	120
Axe	20	20	20	30	40

All the figures above are in yards. The table to see whether a thrown weapon has caused a wound follows. Along the top of the table are the distances the weapon is thrown in yards and down the side are the Range Codings for each weapon. The figures in the table are the scores that the player must equal or throw less than with a percentage dice in order to hit.

RANGE (IN YARDS.)

	<u>5-10</u>	<u>11-20</u>	<u>21-30</u>	<u>31-40</u>	<u>41-50</u>	<u>51-60</u>	<u>61-70</u>	<u>71-80</u>	<u>81-90</u>	<u>91-100</u>	<u>101-110</u>	
Knife	A	70	30									
	B	70	30									
	C	70	30	10								
	D	75	35	10	5							
	E	80	40	20	10	5						
Spear	A	80	40	15	5							
	B	80	40	20	10	5						
	C	85	45	25	15	10						
	D	90	50	30	20	10	5					
	E	90	50	35	25	15	10	5				
Javelin	A	70	50	40	30	15	5					
	B	70	50	45	35	20	10	5				
	C	75	60	50	40	30	20	10	5			
	D	80	70	60	50	40	30	20	10	5	5	(111-120)
	E	80	70	65	60	55	50	45	40	30	20	10
Axe	A	70	30									
	B	70	40									
	C	75	50									
	D	80	50	30								
	E	80	50	35	25							

The score required to hit the target is modified by the number of Weapon Skill Points that the thrower possesses and by the Speed of the target as given in the Creature Characteristic Tables. The table below gives the modifying factor to be added to or subtracted from the percentage above.

<u>W.S.P.</u>	<u>Mod. Factor.</u>	<u>Speed</u>	<u>W.S.P.</u>	<u>Mod. Factor.</u>	<u>Speed.</u>
0	-10	20+	9	-1	11
1	-9	19	10-15	0	10
2	-8	18	16-20	+1	9
3	-7	17	21-28	+2	8
4	-6	16	29-36	+3	7
5	-5	15	37-45	+4	6
6	-4	14	46-50	+5	5
7	-3	13	51+	+6	4-1
8	-2	12			

Example

A character with a Strength Rating of 6 and 23 W.S.P. with a spear throws the spear at a creature 35 yards away. The creature is moving and has a Speed of 14.

The Strength Rating and W.S.P. of the character gives a Range Coding of D. For a spear at 35 yards and a range Coding of D the character requires 20 or less in order to hit. This figure of 20 is modified by the character's W.S.P. (+2) and the creature's Speed (-4) making a final score of 18 or less.

When a target is in a range equal to or less than the figure given by the A Range Coding for the particular weapon, that weapon may be aimed at a specific area of the target. These "aimed throws" can be performed only when the thrower is stationary and take 5 seconds to perform. Other throws are known as "unaimed throws" and take 2 seconds to perform. Aimed shots increase the chance of a hit by 10% and success means that the weapon has struck the specified region of the target.

Target areas are as listed in the Archery Rules as are Effect Groups.

Wound Groups are as follows. (Raise the Wound Group by 1 for spears and axes. The Wound Types are as for Archery)

<u>RANGE.</u>	<u>10-sided Dice Throw</u>									
<u>CODING</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
A	iii	iii	iii	iv	iv	iv	iv	iv	iv	iv
B	ii	iii	iii	iii	iii	iii	iii	iv	iv	iv
C	ii	ii	ii	ii	iii	iii	iii	iii	iv	iv
D	i	ii	ii	ii	ii	iii	iii	iii	iii	iv
E	i	i	i	ii	ii	ii	ii	iii	iii	iii

Throwing a weapon causes Fatigue. The number of points received depends upon the weapon and the distance that it is thrown as follows :

	<u>RANGE CODING</u>				
	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
Knife	1	1	2	2	2
Spear	1	2	2	2	3
Javelin	1	2	2	2	2
Axe	1	2	2	2	3

Each time that a character hits his target with a chance of 20 or less he gains 1 extra W.S.P. for that weapon. (As with other weapons, only up to 7 W.S.P. may be gained through training in non-combat situations).

Each time that a character hits his target with a chance of 5 or less he gains 2 extra W.S.P. for that weapon.

"Please do not shoot the pianist, he is doing his best." Oscar Wilde.

ARCHERY

The factors deciding whether an arrow hits its target or not are as follows :

- i) Size of Target.
- ii) Distance from Firer to Target. (Range).
- iii) Speed of Target.
- iv) Position of Target.
- v) Skill of Archer.
- vi) Position of Archer.
- vii) Type of Shot.
- viii) External Factors.
- ix) Luck.

Each of these factors is taken into account in the following ways :

i) TARGET SIZE

Each creature likely to be a potential target is given a Size Rating from 1 - 100. The average man is from 7 to 9 on this scale. (Note that this Size Rating is different to the Size Factor that each character calculates at the beginning of the game.)

The bigger the target is, the easier it will be to hit.

ii) RANGE

The farther away a target is from the archer, the harder it will be to hit. The distance that an arrow may be fired depends on :

- a) The Archer's Skill.
- b) The Archer's Strength.
- c) The Quality of the Bow.

The factors used to determine the skill and strength of the archer will be dealt with later. The quality of the bow ranges from 1 (very poor) to 10 (excellent).

iii) TARGET SPEED

The speed of a creature is given in the Creature Characteristic Tables and is a number expressed relative to a man (ie a man has a speed of 10 and all other creatures have a speed greater than, less than or equal to 10. The speed is not measured in absolute units such as m.p.h. or f.p.s. etc.)

iv) POSITION OF TARGET

If the target is flying, or sheltering, it will be harder to hit than if it is not.

Types of cover are given a Rating from 1 to 10, 1 being the sort of protection offered by a bush and 10 by a thick (1 inch) wooden fence. Brick walls and other more solid structures offer total protection to those standing behind them but they may be shot over.

v) SKILL OF THE ARCHER.

The skill of a bowman is defined by his BOWMANSHIP RATING. This will henceforth be the B.R. The B.R. is a figure from 1 to 10. (The B.R. may be increased beyond 10 with experience).

The B.R. is determined by adding together the values of the following characteristics from the character's A and B Grading :

SIGHT	1-10	STRENGTH	1-10
REACTIONS	1-10	CONCENTRATION	1-10
ACCURACY	1-10	INSTINCT	1-10
DEXTERITY	1-10	TOUCH	1-10
OBSERVATION	1-10		

All characteristics from the A and B Gratings that had a value greater than 10 are called 10 for the purposes of B.R. determination.

This gives a total of 9 to 90. To this is added a RANDOM FACTOR of 1 to 10. (Throw a 10-sided dice).

This final total of from 10 to 100 is divided by 10. This is the B.R. Fractions are lost ie 61 and 69 are both B.R.6.

vi) POSITION OF ARCHER

This is explained under the section "Tactical Factors " which is found later in the Archery Rules.

vii) TYPE OF SHOT

There are two types of shot.

a) Aimed Shot

This sort of shot is the most accurate and when performed the character increases his B.R. by one.

b) Unaimed Shot

This sort of shot is less accurate than a) above but is more quickly performed.

Further effects of a) and b) will be dealt with under the following sections in the Archery rules.

viii) EXTERNAL FACTORS

These have their own section later in the Archery rules.

ix LUCK

This is simulated by dice-throws at various times during the use of the Archery rules.

These factors are put together in the actual use of the rules, a description of which follows :

The actual mechanics of archery are explained below :
RANGE.

To determine the range reachable by an archer, consult the table below. (The distances are measured in yards.)

		STRENGTH FACTOR.									
		1	2	3	4	5	6	7	8	9	10
B . R .	1	150	157	165	173	180	185	190	195	200	210
	2	157	165	173	180	185	190	195	200	210	220
	3	165	173	180	185	190	195	200	210	220	230
	4	173	180	185	190	195	200	210	220	230	240
	5	180	185	190	195	200	210	220	230	240	250
	6	185	190	195	200	210	220	230	240	250	260
	7	190	195	200	210	220	230	240	250	260	270
	8	195	200	210	220	230	240	250	260	270	280
	9	200	210	220	230	240	250	260	270	280	290
	10	210	220	230	240	250	260	270	280	290	300

The table refers to the range reachable by an archer with a bow quality of 10. Deduct the following for other qualities :-

- 1 : 90 yds.
- 2 : 80 yds.
- 3 : 70 yds.
- 4 : 60 yds.
- 5 : 50 yds.
- 6 : 40 yds.
- 7 : 30 yds.
- 8 : 20 yds.
- 9 : 10 yds.

Thus a potential archer with a B.R. of 7, a strength rating of 6, and a class 5 bow would be able to achieve a maximum effective range of 180 yds.

To extend the table above, simply continue the pattern.

All Elves have bows of classes 8, 9, or 10, and bowmanship ratings as defined in their individual descriptions.

To determine whether an arrow hits its target, consult the table overleaf. The result shown on the table is the maximum score thrown on a percentage dice, which will, after modification, result in a hit.

A miss could occur for 8 basic things :- Throw a 10-sided dice, and consult the table below :-

- 1--- Deflected to the right.
- 2--- Drops short and to the right.
- 3 - 4--- Drops short.
- 5--- Drops short and to the left.

(con'd 28/.....)

- 6 7--- Overshoots.
- 8--- Overshoots and to the right.
- 9--- Overshoots and to the left.
- 10--- Deflected to the left.

The distance of deflection can be found by using the following table :-
Throw one 10-sided die.

		RANGE IN YARDS						
		50	100	150	200	250	300	350
DICE THROW	1	1	2	3	4	5	6	7
	2	2	3	4	5	6	7	8
	3	3	4	5	6	7	8	9
	4	4	5	6	7	8	9	10
	5	5	6	7	8	9	10	11
	6	6	7	8	9	10	11	12
	7	7	8	9	10	11	12	13
	8	8	9	10	11	12	13	14
	9	9	10	11	12	13	14	15
	10	10	11	12	13	14	15	16

If, for example, an over-right is rolled, at 200 yds., throw a 10-sided die for over : 7 = 10 yds. over, throw for right : 6 = 9 yds. right.

If the B.R. increases beyond 16, the table can be easily continued by adding another 100 at the top and moving the numbers in the 16 column down one. So, the figures in the B.R. = 17 column would be :-

- 10 - 19 100
- 20 - 29 100
- 30 - 39 97
- 40 - 49 94 etc.

An example of firing could be :

An archer with a B.R. of 7 shoots at a target at a range of 108 yds., with no additions or subtractions for tactical factors.

He throws a 49 on percentile dice, and thus misses.

Had his score been from 01 - 24, he would have hit.

TACTICAL FACTORS.

Additions and deductions to and from the score required should be made as in the tables below :-

<u>TARGET SIZE</u>	<u>ALTERATION</u>
1-2	-3
3-4	-2
5-6	-1
7-10	0
11-20	+1
21-30	+3
31-40	+4

Bo Ro \ Range	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10-19	35	40	45	50	55	60	65	70	74	78	82	86	90	94	97	99
20-29	31	35	40	45	50	55	60	65	70	74	78	82	86	90	94	97
30-39	27	31	35	40	45	50	55	60	65	70	74	78	82	86	90	94
40-49	24	27	31	35	40	45	50	55	60	65	70	74	78	82	86	90
50-59	21	24	27	31	35	40	45	50	55	60	65	70	74	78	82	86
60-69	18	21	24	27	31	35	40	45	50	55	60	65	70	74	78	82
70-79	16	18	21	24	27	31	35	40	45	50	55	60	65	70	74	78
80-89	14	16	18	21	24	27	31	35	40	45	50	55	60	65	70	74
90-99	12	14	16	18	21	24	27	31	35	40	45	50	55	60	65	70
100-109	10	12	14	16	18	21	24	27	31	35	40	45	50	55	60	65
110-119	9	10	12	14	16	18	21	24	27	31	35	40	45	50	55	60
120-129	8	9	10	12	14	16	18	21	24	27	30	35	40	45	50	55
130-139	7	8	9	10	12	14	16	18	21	24	27	30	35	40	45	50
140-149	6	7	8	9	10	12	14	16	18	21	24	27	30	35	40	45
150-159	5	6	7	8	9	10	12	14	16	18	21	24	27	30	35	40
160-169	4	5	6	7	8	9	10	12	14	16	18	21	24	27	30	35
170-179	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	30
180-189	2	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27
190-199	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21	24
200-209	0	1	2	3	4	5	6	7	8	9	10	12	14	16	18	21
210-219		0	1	2	3	4	5	6	7	8	9	10	12	14	16	18
220-229			0	1	2	3	4	5	6	7	8	9	10	12	14	16
230-239				0	1	2	3	4	5	6	7	8	9	10	12	14
240-249					0	1	2	3	4	5	6	7	8	9	10	12
250-259						0	1	2	3	4	5	6	7	8	9	10
260-269							0	1	2	3	4	5	6	7	8	9
270-279								0	1	2	3	4	5	6	7	8
280-289									0	1	2	3	4	5	6	7
290-299										0	1	2	3	4	5	6
300-309											0	1	2	3	4	5
310-319												0	1	2	3	4
320-329													0	1	2	3
330-339														0	1	2
340-349															0	1
350-359																0
360-369																

(con'd 30/....)

<u>TARGET SIZE</u>	<u>ALTERATION</u>
41-50	+5
51-60	+6
61-70	+7
71-80	+8
81-90	+9
91-100	+10

<u>BOW CLASS</u>	<u>ALTERATION</u>
1-5	0
6-7	+1
8-9	+2
10	+3

<u>SPEED OF TARGET</u>	<u>ALTERATION</u>
1-5	minus 1
6-10	-2
11-15	-3
16-20	-4
21-30	-5
31-40	-6
41-50	-7

TARGET UNDER COVER

The amount of cover afforded by an object depends on its form and how much of the target is behind it.

The cover is given a numerical value from 1-10, as stated in the introductory section.

The proportion of the body showing ie not protected by cover, is given a letter coding as follows :

- Less than $\frac{1}{4}$ of body exposed a.
- Between $\frac{1}{4}$ and $\frac{1}{2}$ of body exposed b.
- Between $\frac{1}{2}$ and $\frac{3}{4}$ of body exposed c.
- More than $\frac{3}{4}$ of body exposed no protection given.

The alteration to the score required in order to hit the target is shown in the following table.

<u>VALUE OF COVER</u>	<u>EXPOSURE LETTER CODING</u>		
	<u>a</u>	<u>b</u>	<u>c</u>
1	-1	---	---
2	-2	-1	---
3	-3	-2	-1
4	-4	-3	-2
5	-5	-4	-3
6	-6	-5	-4
7	-7	-6	-5
8	-8	-7	-6
9	-9	-8	-7
10	-10	-9	-8

(con'd 31/.....)

EXTERNAL FACTORS

(i) DISTRACTIONS

In the middle of a battle, or with other distractions going on, the concentration of the archer will drop causing a reduction of the required score as the referee sees fit or as follows :

Archer under fire	- 3
Archer suffering from effects as outlined in Surprise Group B	-10
Archer suffering under Surprise Group C	-6
Archer suffering under Surprise Group D	-2

(ii) POSITION OF ARCHER

If the archer is standing on higher ground than the target, he may receive certain bonuses.

5-10 feet above	+1
11-15 " "	+2
16-25 " "	+3
26-50 " "	+4
51 and above	no alteration.

(iii) REACTIONS OF TARGET

If the target has a Reactions Score of 10 or more, an alteration of -3 should be made, regardless of whether the target knows it is being shot at.

(iv) WOUNDS

For every 2 Light Wounds or 1 Medium Wound	-1 on <u>B.R.</u>
For every 1 Heavy Wound	-2 on <u>B.R.</u>
For 2 Medium Wounds	-3 on <u>B.R.</u>
For every 1 Mortal Wound	-4 on <u>B.R.</u>

(v) FATIGUE

Every 2 bow-shots causes 1 Fatigue Point.

PERCENTAGE OF BASIC C.T.
LOST THROUGH FATIGUE

DEDUCTION FROM B.R.

0-5%	0
6-10%	1
11-25%	2
Each Subsequent 10% or part of	1 per 10%

(Eg. A bowman with a C.T. of 200 has lost 80 points because of Fatigue. This represents $\frac{80}{200} \times 100\% = 40\%$ of his C.T. Thus the bowman deducts 2 + 1 + 1 = 4 from his B.R.)

SPEED OF FIRING.

The rate of firing of unaimed shots depends on the firer's B.R. :-

B.R.	No. arrows loosed in 30 seconds.
1	2
2	2
3	3
4	3
5	4
6	4
7	5
8	5
9	6
10	6
11	7
12	7

7 is the maximum possible.

Aimed shots are performed at half the rate of unaimed shots.

Aimed shots may be performed when the target is within 20 yds. of the archer.

An aimed shot increases the archer's B.R. by one (Elves increase by 2).

The archer states which part of the target he is aiming at. If the score on the percentile dice is above half of the score needed to hit, the area aimed at is hit. If not, and a hit still results, use the target area determination table in the wound damage section of the rules.

For example :

A man, B.R.8, is firing at the chest of a target at 17 yds. range.

His B.R. is increased by 1 to 9.

Score needed to hit = 74

Score needed to hit chest = 37 to 74

Dice throw = 43

The target is hit in the chest.

Below 10 yds. the chances of hitting are as below :

Range	B.R.												
	1	2	3	4	5	6	7	8	9	10	11	12	13+
0	95	97	99	00	00	00	00	00	00	00	00	00	00
1	89	95	98	99	99	99	99	99	00	00	00	00	00
2	83	89	95	96	98	98	98	98	99	00	00	00	00
3	77	83	89	90	95	96	97	97	98	99	00	00	00
4	71	77	83	86	89	90	95	96	97	98	99	00	00
5	65	72	77	81	83	85	90	95	96	97	98	99	99
6	59	66	71	74	77	81	89	90	90	95	97	98	98
7	52	59	65	69	71	74	83	85	87	90	96	97	97
8	46	52	58	62	65	69	77	80	82	87	91	94	96
9	40	45	50	55	60	65	70	74	78	82	86	90	94

All these shots may be aimed, a score above half of the required total hits the target area.

There is no rate reduction for aimed shots at less than 10 yds. range.

EFFECTS OF ARROWS

To determine wound location, use the following table :-

Throw two normal dice :-

HUMANOIDS

SCORE	AREA	EFFECT GROUP
2	Rt. Arm	C
3	L. Arm	C
4	Rt. Thigh	C
5	L. Thigh	C
6	Stomach	B
7	Chest	B
8	Chest	B
9	Head	A
10	Rt. Leg	C
11	L. Leg	C
12	Throat	A

QUADRUPEDS AND OTHER MULTI-LEGGED CREATURES

SCORE	AREA	EFFECT GROUP
2	R. Forelimb	C
3	L. Forelimb	C
4	Rt. Hindlimb	C
5	L. Hindlimb	C
6	Chest/Rear	B
7	Flank	B
8	Flank	B
9	Head	A
10	Throat	A
11	Left free, depends on creature concerned.	
12	" " " " " "	"

TO DETERMINE THE EFFECT OF A WOUND :-

Throw a 10-sided die and apply the result to the table below :-

RANGE	SCORE									
	1	2	3	4	5	6	7	8	9	0
0-25	iii	iii	iii	iv	iv	iv	iv	iv	iv	iv
26-50	ii	iii	iii	iii	iv	iv	iv	iv	iv	iv
51-75	ii	ii	iii	iii	iii	iv	iv	iv	iv	iv
76-100	i	ii	ii	iii	iii	iii	iv	iv	iv	iv
101-125	i	i	ii	ii	iii	iii	iii	iii	iii	iv
126-150	i	i	i	ii	ii	iii	iii	iii	iii	iii
151-200	0	i	i	i	ii	ii	iii	iii	iii	iii
201-250	0	0	i	i	i	ii	ii	iii	iii	iii
251-300	0	0	0	i	i	i	ii	ii	iii	iii
301-350	0	0	0	0	0	i	i	i	ii	iii

The figures in the table are referred to as the WCUND GROUP.

The wound group is altered according to the armour worn by the target, i.e. the armour covering the part of the body hit. The alterations are as follows :

No armour, +2. Leather armour, thick hide etc, +1. Chainmail, no change. Plate armour, -1.

After alterations, the wound group is correlated with the effect group to determine the wound type :

WOUND GROUP	EFFECT GROUP		
	A	B	C
0	L	L	X
i	M	L	L
ii	H	M	L
iii	H	H	M
iv	Mo	Mo	H

- X : No wound.
- L : Light wound.
- M : Medium wound.
- H : Heavy wound.
- Mo : Mortal wound.

All through these rules we have assumed that the archer is using a longbow.

Crossbows use the same rules for range, hitting and effect, but the archer's strength is taken to be 10. The number of shots per 30 secs. is halved ($\frac{1}{2}$ s rounded up).

FIRING AT FLYING CREATURES

The range is taken as the distance of the creature from the archer $+\frac{1}{4}$. Thus the range of a creature at 100 yds. would be taken as 125 yds.

If the creature is flying out of the sun, -7 on score needed to hit. Any morale effect of a flying creature is counted as a distraction.

EFFECT OF WEATHER.

In the rain, snow, etc., visibility is reduced. Take the reduction in visibility and consult the table below for the alteration to the required score :

$\frac{3}{4}$	-5
$\frac{1}{2}$	-10
$\frac{1}{4}$	-15

MELEE TABLES

In a melee, that is combat with more than ten combatants, it is very difficult for a referee to decide what is going on to the players, basically because he doesn't know himself.

Below is an "events table", the referee merely throws two 10-sided dice to determine a number from 1-100, and checks with the table below, using the column appropriate to the stage of the battle.

NO.	EARLY BATTLE	PLAYERS SIDE LOSING	PLAYERS SIDE WINNING
1	Attacked by Berserk	Attacked by Berserk	Attacked by Berserk
2	Attacked from rear	Attacked from rear	Attacked from rear
3	" " "	" " "	" " "
4	Att'd from r'r by 2	" " "	" " "
5	" " " " 2	Att'd from r'r by 2	" " "
6	" " " " 3	" " " " 2	Att'd from r'r by 2
7	" " " " 3	" " " " 3	" " " " 2
8	Attacked by two	" " " " 4	" " " " 2
9	" " "	Attacked by two	Attacked by two
10	Attacked by three	" " "	" " "
11	" " "	Attacked by three	" " "
12	Attacked by four	Attacked by four	" " "
13	Attacked by wounded man	" " "	Attacked by wounded man
14	" " " " "	" " " "	" " " " "
15	" " " " "	" " " "	" " " " "
16	" " " " "	" " " "	" " " " "
17	Chance to hit man	" " "	" " " " "
18	" " " " "	Chance to hit man	" " " " "
19	" " " " "	" " " " "	Chance to hit man
20	Chance to hit wounded man	" " " " "	Chance to hit wounded man
21	" " " " " "	" " " " "	" " " " " "
22	Attacked by 'corpse'	Attacked by 'corpse'	" " " " " "
23	Friend in trouble, attacked by one.	Friend in trouble, attacked by one.	Attacked by 'corpse'
24	" " " " "	" " " " "	Friend in trouble, attacked by one
25	" " " " "	Friend in trouble, attacked by two	" " " " "
26	Friend in trouble, attacked by two	Friend in trouble, attacked by two	Friend in trouble, attacked by one
27	" " " " "	" " " " "	Friend in trouble, attacked by two
28	" " " " "	" " " " "	" " " " "
29	Friend in trouble, attacked by three	Friend in trouble, attacked by three	" " " " "
30	Chance of combat with chieftain	Chance of combat with chieftain	Chance of combat with chieftain
31	Chance to hit back of man	Chance to hit back of man	Chance to hit back of man
32	" " " " " " "	" " " " " " "	" " " " " " "
33	" " " " " " "	Man falls before you	" " " " " " "
34	Chance to hit back of two men	" " " " "	Chance to hit back of two men
35	Man falls before you	Man falls onto you	" " " " " " "
36	" " " " "	" " " " "	" " " " " " "
37	Man falls onto you	" " " " "	Man falls before you
38	" " " " "	" " " " "	" " " " "

NO.	EARLY BATTLE	PLAYERS SIDE LOSING	PLAYERS SIDE WINNING
39	Attacked by unarmed man	Attacked by man with shattered shield	Man falls before you
40	Attacked by man with shattered shield	" " "	Man falls onto you
41	" " "	" " "	" " " "
42	Attacked by man with shattered weapon	" " "	Attacked by man with shattered weapon
43	" " "	Attacked by man with shattered weapon	" " "
44	Attacked by woman	Attacked by woman	Attacked by man with shattered shield
45	Fight man with -10 weapon/shield	Fight man with -10 weapon/shield	" " "
46	" " "	" " "	Fight man with -10 weapon/shield
47	Fight man with -20 weapon/shield	Fight man with -20 weapon/shield	" " " "
48	Fight man with -30 weapon/shield	Fight man with -30 weapon/shield	Fight man with -20 weapon/shield
49	Fight man with -40 weapon/shield	Fight man with -40 weapon/shield	Fight man with -30 weapon/shield
50	Fight man who plays dead (trick)	Fight man who plays dead (trick)	Fight man with -40 weapon/shield

For a dice throw of over 50, the situation is that there is a chance of combat with an opponent. The C.T. of this opponent should be determined by the referee who should take into account the range of C.T. involved in the battle, i. e. in a battle where most of the combatants have a C.T. between 150 and 300, a player would be extremely unlucky to meet an opponent with a C.T. of 350.

Unarmed Combat.

'Did you deem yourself strong, because
you were able to twist the heads off
civilised folk....'

Shadows in Zamboula

R.E.Howard



Unarmed combat: One flaw with the rules was exposed when it became obvious that unarmed characters could still easily dispose of armed foes because their weapon only formed a small fraction of their AT and DT. We will therefore now clarify a few points.

Unarmed men: Do not count weapon skill points.

Use 'Unarmed' not 'Foot' experience points.

Opponents with weapons will count double the weapons AT and DT. eg a sword will become 80 - 80.

A character armed with either an improvised weapon or a dagger still counts as unarmed but in addition to 'Unarmed experience points' is allowed to add on half of his 'Foot combat experience points.'

In a truly unarmed situation the wounds table will have to be interpreted in a different way, as follows:

Light: A bruise or knock no effect on AT or DT

Medium: A heavy blow with fist or foot. AT -25, DT/CT -20.

Heavy: A heavy blow putting opponent on floor. AT -50, DT -40, CT -45.

Mortal: A knockout, breakage, immobilising lock or the like. Enough to finish the fight. AT -70, DT -60 CT - 65.

Recovery times will be as follows: Light - immediate

Medium - after fight.

Heavy - for each, 1d20 minutes after fight. (Only really relevant if a further fight is likely.)

Mortal - until brought round, let go or 8 weeks for a break. (In the latter case see 'illness rules.'

It is up to the GM to modify the above for the characters that have, for example, studied martial-arts. Remember that this requires years of practice and is an inner as well as an outer force. It is unlikely that a chaotic character would have been so inclined.

The GM may also need to strike a balance between 'Unarmed' effects of hits and the full 'Armed' effects in the case of some improvised weapons.

A 'doubled-up' weapon can be negated, ie brought back to AT and DT with the use of a cloak, chair or another improvised shield.

The Sling

For sling rating add on a 1-10 basis:

- | | |
|----------------|------------------------------|
| 1. Strength | 6. Reactions |
| 2. Dexterity | 7. Health |
| 3. Accuracy | 8. Instinct |
| 4. Sight | 9. Concentration |
| 5. Observation | 10. Natural Apptitude(1d 10) |

The sling rating is total divided by 10 (ignore fractions).

Use basic archery table but range coding as feet not yards.

Deduct I when calculating wound group.

FLAME-LANCES

These are lance-shaped weapons with a red gem on the tip. On pressing a button, concealed behind the hand-guard, a narrow beam of ruby light is emitted from the gem-tip. This has the same effect on a target as a small flamethrower or 'heatbeam' as in volume 3. The gem however 'tires out' and after use may need to regain its power.

Flame-lances are rated on the amount of power they have when 'full'. This will vary at the gamesmaster's discretion but a figure for a reasonable lance is 4-500pts.

There are two types of shot, the single shot and the sweep shot over an area.

The energy used in each case (to be deducted from the lances points is as below:

Single shot:- deduct the range, in yards.

Sweep shot:- deduct $\frac{1 \times \pi \times a \times r^2}{2 \times 360} = 0.00436 \times ar^2$

Where 'a' is the angle, in degrees, fired over.

'r' is the range, in yards, to the victim furthest from firer.

Use the standard bow rating/range table with the firer's crossbow rating (i.e, with strength 10) to calculate whether or not target(s) are hit.

If hit throw for wound degree with modifiers as below. Throw for wound position in the normal manner.

1-4 light	+1 hit area unarmoured
5-9 medium	0 hit area is leather/thick hide armoured
10-15 heavy	-1 hit area has mail armour
16-21 mortal	-2 hit area has plate armour

The gem regains 1 point energy per $\frac{1}{4}$ hr it is unused. (96 per day).

The gems themselves are pretty hard to damage but the lance becomes useless if the 'barrel' between trigger and gem becomes damaged.



