

*Swords & Glory, vol. 2*

# *Tékumel Player's Handbook*

*Combat Summary*

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THE TÉKUMEL FOUNDATION



## COMBAT SUMMARY

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To use the "Adventures on Tekumel" combat system, you must know:

1. Your Height-Build-Strength factor (Secs. 2.211, 2.213, and 2.215). This gives you a "basic Combat Value"; cf. the table at the bottom of p. 3 of these play-sheets and the top of p. 4 for further modifiers.
2. The number of sub-skill levels you possess in each weapon you use in combat; cf. Sec. 2.2311 (and 2.2313 for assassins).
3. Your Stamina factor; cf. Sec. 2.212.
4. Your Body Damage Points; cf. Sec. 2.214. Note the various percentages of these that can cause you to take a dice roll to stay in combat when they are lost: i.e. 10%, 25%, 50%, 75%, and 90%. See the table on p. 10 of these play-sheets.
5. Your Dexterity roll and the bonus given by it to your Height-Build-Strength factor; cf. Sec. 2.215. This is important in determining your Action Points — what you can do each combat round; see p. 3 of these play-sheets.
6. Your weapons, their qualities, and the damage they do; cf. p. 8. Also your shield (if any); cf. p. 7. And your armour; cf. p. 10.

Combat follows the pattern given below:

1. Determine the visibility and/or audibility of the two parties to one another; cf. p. 1. See Sec. 2.821 for the chances of surprise.
2. If there is no surprise, or if the surprise round has been completed, establish the order of initiative for the next (and each subsequent) round. This is done every round. Initiative modifiers are given on p. 2.
3. The times and Action Point costs of various things one can do each round are given on pp. 3-4. See also Sec. 2.823 for the details. The modifiers for doing one or more actions during a round are given on p. 5; these are added to or subtracted from your current Combat Value. Similar modifiers for firing a missile weapon are provided on p. 6.
4. The attacker rolls to hit the defender. For hand-to-hand combat, the table is on p. 5; ranges and the hitting table for missile weapons are on pp. 6-7.
5. If a hit is made, the defender may roll to see if it struck his/her shield (if any); cf. p. 7. Shields take damage, and a shield-hit requires a damage roll; see below.
6. If the shield is bypassed, roll for damage according to the weapon you are using; cf. pp. 8-9. A "critical hit" gives a special roll on p. 9. There is also an optional roll for hitting specific body areas; cf. p. 10 and p. 13.
7. Deduct the points of damage taken up by the defender's armour; cf. p. 10. Note that some nonhumans have extra body protection through natural armour, and some large species also receive more protection from heavier artificial armour; cf. p. 9.
8. As a character is wounded, his/her Combat Values decrease, and there is a chance of not being able to remain in combat; cf. p. 10. Healing is found on p. 11.
9. Check for the party's morale on pp. 11-12.

Damage done by miscellaneous weapons, the "Competence Rewards" earned for killing foes or healing friends, and the movement rates are given on p. 13.

## TABLES NEEDED FOR COMBAT AND RELATED ACTIVITIES

### 2.728. THE VISIBILITY ROLL:

Basic roll: D20; 1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	For each torch, lantern, or other light source carried by the object's party
-3	The object viewed is at least half again as large as a human: e.g. a bulky statue, a large animal
-2	The object viewed is moving: e.g. a person trying to slip across the viewer's field of vision
-2	The party is using more than 3 candles or lanterns within a 10 m circle or more than 3 torches within a 30 m circle
-1	The item viewed is the only significant object in the area: e.g. a single foe in a bare room
+1	The item viewed is one of several significant objects in the area: e.g. an animal standing amidst bushes
+1	It is foggy or raining heavily
+2	The party is using less than 3 candles or lanterns within a 10m circle or less than 3 torches within a 30 m circle
+2	For each 5 m beyond the perimeters of the 10 m circle for candles/lanterns or the 30 m circle for torches that the party attempts to see
+2	The item viewed is partially concealed: e.g. a person lurking in the shadows or hidden by furniture
+3	The object viewed is very small: e.g. a snake, an insect, a small box, a little purse lying on the floor, a secret door (if the party is just passing by and not deliberately searching; cf. (2), below)
+3	There is heavy fog, a duststorm, etc.
+5	The item viewed is almost completely concealed: e.g. a person behind draperies or a large pillar, a chest nearly buried in rubble. Total concealment or pitch darkness makes sighting impossible, of course, as does a spell of Invisibility; cf. the Sections dealing with magic, below

\*These modifiers are cumulative: e.g. a large animal that is moving and is the only significant object in the area has a total modifier of  $-3 + -2 + -1 = -6$ . A very small insect scuttling across the floor amidst other significant objects has a total modifier of  $-2 + +1 + +3 = +2$ .

### 2.728. THE DISCOVERY ROLL:

Basic roll: D20; 1-8 = success; 9-20 = failure

### 2.728. THE AUDIBILITY ROLL:

Basic roll: D20; 1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	The unseen entities are making a loud noise: e.g. yelling, arguing, fighting, roaring, etc.
-3	The unseen entities are making some noise: e.g. speaking at a conversational level, walking along with armour and accoutrements jingling, etc.
-1	The unseen entities are whispering, muttering, or making a very small amount of noise
-1	There is more than one unseen entity
+2	The unseen entities are attempting to move stealthily, wearing soft garments and/or little armour, and deliberately remaining quiet
+2	The unseen entities are professional assassins

or certain agile and nimble-footed animals (listed later)

- +3 The unseen entities are standing absolutely still, lying in ambush, etc., and all that can be heard is soft breathing, etc.
- +4 The listeners' own party is making noise: e.g. talking, moving, changing positions, jingling weapons and belongings, shifting objects about, etc.

\*These modifiers are cumulative. An assassin who is moving has modifiers of  $+2 + \pm = +4$ , for example, and if he/she is standing still, this is increased to a  $+5$ .

### 2.728. COMBAT AUDIBILITY ROLL:

Basic roll: D20; 1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance															
-3	The intended hearer is currently unoccupied and is looking about for something further to do															
-1	The intended hearer is looking directly towards the speaker. Miniature figures or markers are useful to show the direction in which a character is looking: anything within a 45° arc of the front of the figure (i.e. 22.5 degrees on each side of a line drawn directly forward from the centre of the figure's base) is within the character's line of sight and immediate attention															
+1	The intended hearer is not looking directly towards the speaker but off to one side; cf. just above															
+1	The intended hearer's native language is different from that of the speaker: e.g. a N'İüss—who may speak Tsolyáni quite well—is given an order in Tsolyáni by a Tsolyáni officer. In stress situations an "accent" does cause problems															
+2	For each 3 m (or part thereof) that the intended hearer is beyond a 6 m circle with the speaker as its centre. A maximum of 15 m is about all one can reach by voice communication in the chaos of combat. A diagramme will make this modifier clear:															
	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Speaker's</th> <th>4-6</th> <th>7-9</th> <th>10-12</th> <th>13-15</th> </tr> </thead> <tbody> <tr> <td>Distance:</td> <td>3 m circle</td> <td>m</td> <td>m</td> <td>m</td> </tr> <tr> <td>Modifier:</td> <td>No roll</td> <td>0</td> <td>+2</td> <td>+4</td> </tr> </tbody> </table>	Speaker's	4-6	7-9	10-12	13-15	Distance:	3 m circle	m	m	m	Modifier:	No roll	0	+2	+4
Speaker's	4-6	7-9	10-12	13-15												
Distance:	3 m circle	m	m	m												
Modifier:	No roll	0	+2	+4												
+2	The intended hearer is not involved in combat but is engaged in some other absorbing activity: e.g. climbing a cliff to get a shot at the foe, looting, tending the wounded, getting an article out of a pouch or backpack, readying a spell, etc.															
+3	The intended hearer has his/her back directly (or nearly so) to the speaker															
+3	The intended hearer is in melee during the combat round in which the speaker addresses him/her. This applies to warriors who are physically fighting or who are firing missiles, and also to magic-users who are casting offensive or defensive spells that round.															

\*These modifiers are cumulative.

### 2.821. SURPRISE:

A sleeping being is surprised on a D20 roll of 1-16. Use the Visibility and/or Audibility rolls for other situations. See the Section for details.

## 2.825.HITTING WITH TOTAL SURPRISE:

A D10 is rolled against the following table. Medium armour adds +1 to the D10 score; Heavy armour adds +2. Unconsciousness lasts 1-20 minutes (D20), and a stun lasts 1-10 minutes (D10).

Die scores and effects			
Attacker's Combat Value	Kill/render unconscious	Wound/tempo- rarily stun	Miss/strike an ineffective blow
up to 0	1	2-3	4-10
1-6	1-2	3-5	6-10
7-12	1-3	4-7	8-10
13-18	1-4	5-9	10
19-24	1-5	6-10	—
25-up	1-6	7-10	—

## 2.822 and 2.851.INITIATIVE:

Each character rolls D20. Highest score acts first, then others in order.

## SPECIAL WEAPON GROUP MODIFIERS

Weapon	Length group	Modifiers	
		First round	All subsequent rounds
Pike	1	Always first	See below*
Long spear	2	+4	-4
Short thrusting spear	3	+3	-3
Polearm, halberd, etc.	4	+3	-2
Quarterstaff, javelin	5	+2	-2
Two-handed weapon	6	+2	+1
Long one-handed weapon	7	+1	0
Short one-handed weapon	8	-1	+1
Knife, dagger, "The Springing Doom"	9	-2	+2
All others	10	-3	+3

\*Pikes strike first in the first round of hand-to-hand combat, and opponents get no return blow unless similarly armed with pikes. In subsequent rounds a pikeman subtracts -4. If he/she wins this roll, the foe is held at pike-length, and the pikeman may continue to strike and do damage, while the opponent gets no chance to strike a return blow. If a pikeman loses or ties this roll, however, he/she must drop his/her pike and pay 3 Action points (Sec. 2.710) to change to a secondary weapon.

## OTHER MODIFIERS TO THE "INITIATIVE ROLL"

Modifier	Circumstance
	Dexterity factor modifiers; cf. Sec. 2.213
-4	-15
-3	-10
-1	-5
+1	+5
+2	+10
+3	+15
+4	+20 and up
	Shields and cover; cf. Secs. 1.960 and 2.828
-1	Carrying a medium shield
-2	Carrying a large shield
-3	Helping to carry a pavise
-3	In "hard" or "soft" cover that restricts movement: e.g. in tall grass, behind a tapestry, behind or underneath furniture, fighting from a narrow aperture, etc.
	Armour; cf. Secs. 1.960, 2.320, and 2.8210

- 1 Wearing medium armour
- 2 Wearing heavy armour
- Encumbrances; cf. Secs. 2.310 and 2.811
- 1 Carrying 76-100% of one's encumbrance limit
- 3 Carrying 101-150% of one's encumbrance limit
- 4 Carrying 151-199% of one's encumbrance limit. (One cannot fight at all while burdened with more than this.)
- Fatigue; cf. Sec. 2.812
- 2 Fighting on after one's fatigue limit has expired
- Posture; cf. Sec. 2.710
- 1 Crouching, kneeling
- 2 Sitting
- 4 Lying prone
- Wound status; cf. Sec. 2.8211
- 1 Suffering from a "serious" wound
- 2 Suffering from a "grave" wound
- 3 Suffering from a "critical" wound
- 4 Suffering from a "fatal" wound
- Miscellaneous
- 2 Applied to "surprised" characters in the round following the "surprise round"; cf. Secs. 2.821 and 2.825
- 1 Manoeuvring (i.e. moving) during the same round that one strikes or shoots; cf. Sec. 2.823 (list 2, 5)
- 1 Attacked while loading a crossbow or other missile weapon that requires more than one round to reload; cf. Sec. 2.710
- 1 Changing weapons, taking an object out of a pouch or bag, or performing any action other than striking or shooting during the round that costs 2 or more Action points; cf. Sec. 2.710
- 2 Attacked while preparing a spell to be cast during a later round; cf. the Sections dealing with magic, below
- 3 Applied to characters who have turned at bay to fight after having been caught by pursuers; cf. Sec. 2.823 (list 2, 17). This is used only during the first round of such "post-rout" combat

## 2.710.ADVENTURE ACTION TIMINGS:

"T" = a one minute turn; "R" = a 6 second combat round. The following list gives the number of turns or rounds needed to perform various actions.

Time needed	Actions
10 T	Put on a complete suit of heavy armour (Sec. 2.320) unaided
5 T	Put on a suit of heavy armour with the help of a comrade
	Put on a suit of medium armour (Sec. 2.320) by oneself
	Strip off a suit of heavy armour (and the garments beneath it) by oneself
3 T	Put on a suit of light armour (Sec. 2.320) or chainmail by oneself
	Strip off a suit of medium armour by oneself
	Raise a drawbridge or portcullis with a winch
2 T	Put on or strip off a pair of greaves or vambraces
	Strip off a suit of light armour or chainmail oneself
	Put on or take off a breastplate and backplate
	Open a large gate or a pair of heavy double doors
	Hammer a spike into soft stone or hard clay
	Cross a breast-high obstacle in heavy armour
1 T	Put on or take off a suit of leather armour or priestly vestments. Ceremonial vestments take as much time as a suit of heavy armour, however, or even longer in some cases!
	Put on or take off an arming cap and a heavy visored helmet
	Open a heavy door or bar it shut
	Hammer a spike or stake into rubble, earth, or a crevice in stone



Cross a breast-high obstacle in medium armour  
 Obtain an object from a backpack: i.e. pull the pack around, search inside, and extract the object ready for use in the following turn/round  
 Dig .03 cubic metres of earth or rubble  
 Search a 3-metre-square area of wall or floor for a secret door or trap; search a chest, etc. for traps  
 Search .25 cubic metres of earth or rubble for artifacts  
 Search a body for possessions  
 Light a fire with flint and steel  
 Consult a map or compass  
 Take a bow or crossbow from one's back, string it, and load it ready for firing during the following turn or round

5 R Climb 3 m of stairs or steep slope in heavy armour  
 Cross a breast-high obstacle in light armour  
 Put on or take off a suit of clothes (kilt, tunic, etc.)  
 Light a torch or lantern from a fire already lit  
 Reload a heavy crossbow for firing in the following turn or round

3 R Climb 3 m of stairs or steep slope in medium armour  
 Descend 3 m of stairs or steep slope in heavy armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)  
 Reload a medium crossbow for firing in the following turn or round

2 R Climb 3 m of stairs or steep slope in light armour  
 Descend 3 m of stairs or medium slope in medium armour (cf. under "3 R" for "heavy armour,"above)  
 Climb 6 m of rope in medium, light, or no armour. This is difficult for a person in heavy armour and requires a "Dexterity roll" at the "Difficult test" level to accomplish at all; cf. Sec. 2.723  
 Throw a rope so as to catch upon some projection (again requiring a "Dexterity roll" at the "Difficult test" level)  
 Erect a ladder  
 Read a spell from a book or scroll. This takes effect during the third round, but an "Initiative roll" (Sec. 2.822) is required if the spell is being cast at a target who does not desire it  
 Change from a weapon in one's hand to one slung over the back on a strap, etc. If a character is in melee, he/she can only dodge, defend with a shield, or retreat from melee during the rounds needed to obtain the new weapon; cf. Sec. 2.823

### ACTION POINTS

Character's Dexterity Modifier	Action points available
- 15 through - 10	3
- 5 through 0	4
+ 5 through + 10	5
+ 15 through + 20	6
+ 30-up	7

### ACTIONS WITHIN THE COMBAT ROUND AND POINTS COST

Action points cost	Actions
3	Climb 3 m of stairs or steep slope in no armour Descend 3 m of stairs or steep slope in no armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723) Strike a blow with a hand weapon Cast a ritual or psychic spell. The former cannot be cast while moving at all, but the latter can be employed if the caster manoeuvres (see below) no more than 3 m during the round. Some spells al-

so take more than one round to prepare; cf. the Sections on magic. Psychic spells—but *not* ritual enchantments—can be cast when the magic-user is in hand-to-hand combat

Fire and reload a bow or a sling. This may be done while moving but not in hand-to-hand combat  
 Reload a light crossbow or staff-sling. Another Action Point must be spent to fire this weapon (i.e. a total of 4). One may fire while moving but not reload it (except for the Shén, who can reload their pistol crossbows while moving), and one may neither fire nor reload once one is engaged in hand-to-hand combat. Note that it always requires a minimum of one Action Point to fire a missile weapon that is loaded and ready in the hands  
 Throw a spear, javelin, dart, bolas, dagger, knife, rock, or other hand-held object. This may be done while moving but not in hand-to-hand combat  
 Change from a weapon in one's hand to one scabbarded at the belt. This may be done while moving and also in melee; the first weapon must be dropped unless double "Action points" are paid  
 Fire an "Eye" or other hand-held ancient technological device. "Eyes" and certain other small mechanisms may be fired both while moving and also in hand-to-hand combat  
 Change from a weapon held in one hand to one already carried in the other for use during the following round. This may be done while moving and also during hand-to-hand combat. The first weapon must be dropped, however, unless double "Action points" are paid  
 Strike with both weapons when fighting in Florentine-style; cf. Sec.s 1.960 and 2.2317  
 Take a weapon or other object from a comrade and ready it for use in the following round. This can be done while moving, but a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) is needed. This cannot be done in melee  
 Take an object from a belt-pouch or hand-held sack and ready it for use in the following round. This may be done while moving but requires a "Dexterity roll" at the "Easy test" level. If done in hand-to-hand combat, the roll is made at the "Very difficult test" level; cf. Sec. 2.723  
 Pick up an object from the ground (etc.) within 1 m of the person. Twice the Action points are needed for an article 2 m away and triple for an item 3 m distant. More than one round is required for objects still farther off. Again, a "Dexterity roll" at the "Easy test" level (Sec. 2.723) is required—or at an even greater level of difficulty if the object is very small, or if it lies amidst several articles, rubble, etc.  
 Stand up from a prone position  
 Open an unlocked door or secret door

2 Descend 3 m of stairs or steep slope in no armour and carrying no more than 75 percent of one's encumbrance limit (Sec. 2.310)—without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself  
 Strike a blow with a dagger, knife, "The Springing Doom," a rock, the fists, the unarmed martial arts, wrestling, or other hand-held object (Secs. 2.2313, 2.2317, and 2.840). One may also attempt a blow with a short one-handed weapon at this cost, but this is not automatic; a D10 is rolled: 1-7 = the blow costs 3 Action points; 8-10 = the blow costs only 2 points  
 Manoeuvre (i.e. move) up to 3 m forward within 45 degrees of the character-figure's base front; cf. Sec. 2.823 (list 2, 5). One who is not engaged in

hand-to-hand combat may move as given in Sec. 2.641, but if one is striking or being struck at during the round, "manoeuvring" is the maximum allowed. "Manoeuvring" is also permitted to missile-firers who emerge from behind cover to shoot and then conceal themselves again

Unfasten and drop a shield from one's arm. This may be done while moving or even during hand-to-hand combat

Change from a weapon held in one hand to an "Eye" already held in the other. The "Eye" may be aimed and fired in the same combat round, if one still has sufficient Action Points. The other weapon need not be dropped

Dive for cover within 2 m of the person. This may be done while moving, requiring a "Dexterity roll" at the "Harder test" level (Sec. 2.723), and also during hand-to-hand combat (using the same roll). In the latter case, an opponent may strike a free blow—but at a deduction for hitting; cf. Sec. 2.823 (list 2, 13). Reaching cover farther away takes more than one round, at the referee's discretion

Jump horizontally or upwards

Change posture upwards: e.g. from lying to sitting, sitting to kneeling, or kneeling to standing erect

Draw a weapon from a belt scabbard when one's weapon-hand is unencumbered. Note that 3 Action Points are needed to do this when one is grappling or in hand-to-hand combat, however.

Turn around (i.e. 180 degrees)

Strike a blow with a secondary appendage: e.g. a Shén's tail, a beast's claw (its mouth being its primary weapon), etc.

- 1 Jump downwards. A "Dexterity roll" is required at whatever difficulty level the referee decrees, depending upon the height and/or distance

Change posture downwards: i.e. from standing to kneeling, kneeling to sitting, etc.—or just dropping prone

Drop a weapon or other object from the hand. This may be done while moving or during hand-to-hand combat

Roll over, if prone

Turn 45 degrees to the right or left. A psychic spell or a missile may then be fired, providing one has enough Action points left to do this. A ritual spell cannot be employed while moving or turning at all

Look 90 degrees to the right or left

## 2.723. THE "DEXTERITY FACTOR ROLL"

Dexterity factor modifier	Action difficulty level & successful dice score ranges					Real challenge
	Easy test	Harder test	Difficult test	Very difficult test	Very difficult test	
-30	01-05	01-04	01-03	01-02	01	
-20	01-10	01-07	01-05	01-03	01-02	
-15	01-20	01-15	01-12	01-09	01-07	
-10	01-30	01-20	01-15	01-12	01-09	
-5	01-40	01-30	01-20	01-15	01-12	
0	01-50	01-40	01-30	01-20	01-15	
+5	01-60	01-50	01-40	01-30	01-20	
+10	01-70	01-60	01-50	01-40	01-30	
+15	01-80	01-70	01-60	01-50	01-40	
+20	01-85	01-75	01-65	01-55	01-45	
+30	01-90	01-80	01-70	01-60	01-50	
+40	01-95	01-85	01-75	01-65	01-55	

## 2.810. THE COMBAT VALUE

THE "BASIC COMBAT VALUE", cf. THE TEXT FOR FURTHER MODIFIERS.

1. A character's "Basic Combat Value" consists of his/her innate physical abilities: i.e. the Height-Build-Strength factor found in Sec. 2.211, plus any modifiers for Dexterity and/or Intelligence (Secs. 2.213 and 2.215). The basic "physical" Combat Values for various Height-Build-Strength ranges are:

Character's H-B-S factor	Combat Value	Character's H-B-S factor	Combat Value
00-below*	-5	251-300	+5
01-25	-4	301-350	+6
26-50	-3	351-400	+7
51-75	-2	401-450	+8
76-100	-1	451-500	+9
101-125	0	501-550	+10
126-150	+1	551-600	+11
151-175	+2	601-650	+12
176-200	+3	651-700	+13
201-250	+4	701-750**	+14

Basic physical Combat Value is used for those who have no competence in the Warrior skill.

+1 is added for each sub-skill level in a given weapon, group of weapons, or fighting technique within the Warrior skill.

A warrior with 8 or more sub-skill levels in any one weapon or group of weapons in the melee weapon category is given an across-the-board bonus of +2 on ALL melee weapons, except those requiring special training (e.g. the Assassin weapons).

Across-the-board bonuses for missile weapons are given only within specific categories of weapons; cf. Sec. 2.810 (8)

No carry-over bonuses are given for Assassin weapons.

A +1 is given to a warrior's Combat Value (but not to an assassin's) for each 4 complete levels (not sub-skill levels) in the skill of Soldier. This applies to both melee and missile weapons.

## 2.811. ENCUMBRANCES AND COMBAT VALUES:

Stamina factor	Percentage of encumbrance limit carried and deductions applied to one's Combat Values			
	51-75	76-100	101-150	151-200
5-10	-1	-2	-3	-5
15-25	0	-1	-2	-4
30-40	0	0	-1	-3
45-up	0	0	0	-2

## 2.824. REACH RANGES:

Reach Ranges (expressed as a percentage of the character-figure's base frontage width)

Weapon[s]	Reach range
Animal's head (or other primary weapon)*	50
Animal's claws, tentacles or other secondary weapon*	25
Prehensile tail used by the species as a weapon**	25
All close-combat weapons: fisticuffs and brawling, wrestling, the unarmed martial arts, dagger/knife-fighting, "The Springing Doom," "The Collar of Forever," etc.	0***
Short one-handed weapons	25
Long one-handed weapons, Florentine-style fighting	50
Two-handed weapons	75
Polearm, quarterstaff	100
Short thrusting spear	125
Long spear	150
Pike	200

\*See (1) in the second list in Sec. 2.823.

\*\*See (1) in the second list in Sec. 2.823.

\*\*\*There is no reach range with these weapons. Figures must be in base-to-base contact, and the attacker must face the opponent frontally in order to strike. One cannot hit at a foe out-



side of one's line of sight, but since this extends out at 45° angles from the front corners of a figure's base, two fighters whose bases touch only diagonally at the front corners may still engage one another.

**2.829. HITTING TO STUN:**

A D10 is rolled:

Weapon[s]	Die score range needed to stun
Very short one-handed weapons: blackjack or cosh, sword-hilt, hand-held rock*	1-9
Short one-handed weapon: mace, club, small flail, larger rock, the bolas	1-8
Long one-handed weapon: mace, club, longer flail, spear-butt, heavy stone	1-7
Two-handed weapon: mace, club, large branch, mattock, sling pellet, thrown melee weapon	1-6
Two-handed flail; all cutting weapons; stone from a staff-sling	1-4

\*"Unusual" weapons are discussed in Sec. 2.840.

**2.823. HITTING WITH THE SHIELD:**

(List 2, no. 20):

A D10 is rolled:

Die score	Result
1-2	The opponent cannot strike during the current round (if he/she has not already done so in a prior initiative "turn"). No other damage results
3-6	As above. In addition, the opponent automatically loses the initiative against the "shield-striker" in the subsequent round
7-9	As above under "3-6." In addition, the opponent suffers the loss of 1-2 Body Damage Points (randomly rolled)
10	As above under "7-9." In addition, the opponent must make a "Dexterity roll" at the "Very difficult test" level (Sec. 2.723). If he/she fails this roll, he/she is knocked down and counts as a prone person; see (14), above. Beings with more than two

**2.823. GRAPPLING: (List 2, no. 18):**

Both fighters make a "Dexterity roll" at the "Difficult test" level. If the attacker wins, the grappling takes place (or if the opponent also wishes to grapple). If not, and if the attacker loses the roll, the defender can strike the attacker at a +1 to his/her Combat Value. Only fisticuffs and brawling, wrestling, the unarmed martial arts, dagger/knife fighting, and certain assassin weapons can be used. "Eyes" and psychic spells may be employed, but longer weapons must be dropped. See the Section for further restrictions. For the "Dexterity roll" table, see p.3 of these play-sheets.

**2.826. HITTING IN HAND-TO-HAND COMBAT:**

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
- 1	(Animal) striking behind its line of sight with a claw, tentacle, or other "secondary weapon"; Sec. 2.823,

- list 2, 1, b)
- 2 (Ahoggyà) attempting to strike a third blow during a round; Sec. 2.823 (list 2, 2)
- No Soldier (Intelligent species, such as the Hlāka, Shén, etc.) or Warrior with a prehensile tail; Sec. 2.823 (list 2, 3)
- rior bonus
- + 3 Hitting directly from the rear; Sec. 2.823 (list 2, 6)
- + 1 Hitting directly on the unshielded side; Sec. 2.823 (list 2, 6)
- + 3 Hitting at a fleeing foe caught in pursuit; Sec. 2.823 (list 2, 9)
- Use Surprise Hitting table
- 3 Hitting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
- 5 Hitting (a free blow) at a foe who is diving for cover; Sec. 2.823 (list 2, 13)
- + 5 Hitting at a prone opponent; Sec. 2.823 (list 2, 14)
- 3 Hitting while oneself prone; Sec. 2.823 (list 2, 14)
- + 3 Hitting at an opponent who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
- 2 Hitting while oneself crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
- + 1 Hitting at an opponent who has tried to grapple and failed; Sec. 2.823 (list 2, 18)
- + 1 Hitting at a foe who grapples while retaining a shield, a weapon longer than a dagger, or other large object in the hand; Sec. 2.823 (list 2, 18)
- + 1 Hitting at a magic-user who has failed to make contact with a "touch range" spell; Sec. 2.823 (list 2, 19)
- 6 Hitting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species.
- 3 Hitting with a long spear or a pike in a confined space; Sec. 2.823 (list 2, 24)
- 1 Hitting with a pike or a long spear from a second rank in an out-of-doors engagement; Sec. 2.823 (list 2, 24)
- 3 Hitting with a pike from the third rank in an out-of-doors engagement; Sec. 2.823 (list 2, 24)
- 2 Hitting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
- 3 Hitting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
- 1 Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
- 3 Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
- 5 Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211
- 7 Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211
- 10 Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211
- 1 Shaken morale; Sec. 2.8212
- 3 Demoralised; Sec. 2.8212

Note: only two-handed weapons can carry over to strike a second target; cf. Sec. 2.829

**DEFENDER'S COMBAT VALUE AND DICE SCORE RANGES TO HIT**

Attacker's Combat Value	-9 down	-8 to -6	-5 to -3	-2 to 0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
-9 down	01-40	01-30	01-20	01-10	01-05	01-04	01-03	01-02	01*	01	01	01	01	01
-8 to -6	01-45	01-35	01-25	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01	01
-5 to -3	01-50	01-40	01-30	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01
-2 to 0	01-55	01-45	01-35	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01
1-3	01-60	01-50	01-40	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01
4-6	01-65	01-55	01-45	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01
7-9	01-70	01-60	01-50	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02
10-12	01-75	01-65	01-55	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03
13-15	01-80	01-70	01-60	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04
16-18	01-85	01-75	01-65	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05
19-21	01-90	01-80	01-70	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10
22-24	01-95	01-85	01-75	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15
25-27	01-99	01-90	01-80	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20
28-30	01-99*	01-95	01-85	01-75	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25

A score of 100 on the previous table denotes an accident. A D10 is rolled:

Die score	Effect
1	The fighter fumbles and loses the initiative against all melee opponents in the next combat round
2	The fighter's shield strap breaks. The shield is dropped, and no repair can be effected during the battle. Thereafter 1-10 one-minute turns are needed to restore the strap. If no shield is carried, this result is treated as a score of "1"
3	The fighter drops his/her current weapon. 3 Action points must be expended to pick it up again during the following round
4	The weapon flies out of the fighter's hand and lands 1-5 m away (randomly rolled). One combat round is needed to go and pick it up, plus an expenditure of 3 Action points. (The fighter may opt to draw another weapon, retreat, etc.)
5	The hilt/haft of the weapon breaks. The weapon is unusable for the remainder of the battle and requires 11-20 minutes (10 + a D10) to repair afterwards, providing that replacement parts are available
6	The weapon's blade (etc.) breaks, and it can only be repaired by an armorer. A "confirming roll" of a D10 is permitted for steel weapons, however: 1-7 = no breakage, and the result is the same as a score of "5"; 8-10 = the weapon breaks. An enchanted steel weapon breaks only on a "confirming roll" score of 10
7	The fighter accidentally strikes himself/herself. He/she suffers the loss of 1-2 (randomly rolled) Body Damage Points. He/she also loses the initiative to all melee opponents in the following round
8	As for a result of "7," except that the fighter suffers the full damage normally done by the weapon; cf. Sec. 2.829
9	The fighter accidentally strikes a comrade (randomly rolled from those within reach range and line of sight), causing a loss of 1-2 (randomly rolled) Body Damage Points. If no companion is within this zone, this result is treated as a score of "7"
10	The fighter accidentally strikes a comrade within reach range but within a 360° arc—a wild swing! The weapon does its full damage. If no companion is within this zone, this result is treated as a score of "8"

**2.827. HITTING WITH MISSILE WEAPONS:  
MODIFIERS GIVEN IN OTHER SECTIONS:**

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
-3	Shooting at an opponent who is advancing in a "dodging rush"; Sec. 2.823 (list 1, 4)
-3	Shooting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
-5	Shooting at a foe who is diving for cover during the round; Sec. 2.823 (list 2, 12)
-3	Shooting at a foe who is prone; Sec. 2.823 (list 2, 14)
-2	Shooting at a foe who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
-6	Shooting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species
-2	Shooting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
-3	Shooting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
-1	Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
-3	Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
-5	Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211

- 7 Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211\*
- 10 Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211\*
- 1 Shaken morale; Sec. 2.8212
- 3 Demoralised; Sec. 2.8212

\*When wounded to this extent a character may not reload and/or fire any type of bow or sling. He/she retains sufficient strength to fire a loaded crossbow or artillery piece but not to reload it—or to alter the aim of the latter. Thrown missile weapons also cannot be used by a character suffering from a "Critical" or "Fatal" wound.

**SPECIAL MODIFIERS FOR MISSILE FIRE**

Modifier	Circumstance
+3	The target is much larger than a human: e.g. a very large animal
+2	The target is somewhat larger than a human: e.g. an Ahoggyá, Shén, or Black Ssú
-2	The target is somewhat smaller than a human: e.g. a Tinaliya or one of the Pygmy Folk
-3	The target is much smaller than a human: e.g. a small animal
-5	The target is very small: e.g. a little snake, a large insect
-3	It is raining or foggy; Sec. 2.612. Dense fog produces the same -6 modifier as does darkness (above)
-2	The target is moving at a rate faster than "Fast Walk"; Sec. 2.641
-3	The target is flying (e.g. a Hláka, a foeman under the influence of a flying spell, various aerial creatures, etc.). This does not apply to a target hovering in the same location in the air. This modifier is not cumulatively added to the previous one; only the appropriate one of these two modifiers is utilised
-2	The firer is moving at a rate faster than "Walk"; Sec. 2.641
-3	The firer is flying (e.g. under the influence of a spell, in an aircar, etc.). This does not apply to the Hláka or to any other winged species, nor is it applicable to one who is only hovering in one place in the air. Again, either this modifier or the previous one is employed, whichever is relevant—but not both
-1	The firer himself/herself is being fired upon by missiles during the round in which he/she shoots
-3	The firer is the target of hostile magic during the round in which he/she shoots. This and the preceding modifier are cumulative
-10	The target is involved with one or more of the firer's comrades in hand-to-hand melee. If the shot misses, a D10 is rolled: 1-5 = another character within 2 m (i.e. a 4 m circle) of the original target is struck (diced for randomly); 6-10 = the shot misses entirely (but see below). This does not apply to shooting into an unengaged flank or the rear ranks of an enemy party, provided that the firer has a clear shot or is on ground high enough above his companions to shoot over their heads
-7	The firer is using "indirect fire," shooting in a high arc over his/her friends (or an intervening enemy unit) in order to hit unseen foe beyond. The firer must have some means of knowing approximately where the enemy is, of course. If a hit is scored, any character within 3 m (i.e. a 6 m circle) of the originally designated target may be hit (diced for randomly): e.g. an archer indicates enemy soldier A and scores a hit. B and C are within range on either side of A. The archer rolls randomly to see whether A, B, or C is struck. Indirect fire is limited to the various types of bows, crossbows, and slings, but not other weapons. See below for artillery.



### Missile weapon ranges

Weapon[s]	Scales and ranges			
	Metres	1 square/hexagon = 3 metres	15 mm = 1 metre	5 mm = 1 metre
"The Whisperer," "The Summoner upon the Way"	5*	2	8	3
Dagger/knife, javelin, dart, throwing spear, bolas, blowgun, "The Deliverer from Existence," other hand-hurled objects	10/20/30	3/7/10	15/30/45	5/10/15
Staff-sling, "Pa'ya's Kiss"	50/90/110	17/30/37	75/135/165	25/45/55
Sling**	60/90/120	20/30/40	90/135/180	30/45/60
Short bow	30/75/90	10/25/30	45/113/135	15/38/45
Longbow	60/150/200	20/50/67	90/225/300	30/75/100
Composite bow	75/130/210	25/43/70	113/195/315	38/65/105
Light crossbow	60/120/180	20/40/60	90/180/270	30/60/90
Medium crossbow	70/150/190	23/50/63	105/225/285	35/75/95
Heavy crossbow	80/160/200	27/53/67	120/240/300	40/80/100
Very heavy crossbow, small ballista	100/170/210	33/57/70	150/255/315	50/85/105
Medium ballista	150/210/300	50/70/100	225/315/450	75/105/150
Large ballista	170/220/360	57/73/120	255/330/540	85/110/180
Small onager	30/100/300/350	10/33/100/117	45/150/450/525	15/50/150/175
Medium onager, small trebuchet	40/120/320/380	13/40/107/127	60/180/480/570	20/60/160/190
Large onager	50/130/380/400	17/43/127/133	75/195/570/600	25/65/190/200
Large trebuchet	50/150/310/360	17/50/103/120	75/225/465/540	25/75/155/180

\*Short, medium, and long ranges need not be distinguished for these special weapons of the assassin. The range given here counts as "medium range."

\*\*Slightly greater ranges are possible with a sling using moulded lead shot: perhaps 80/120/150 m. In the three scales employed here these ranges are: 27/40/50; 120/180/225; and 40/60/75.

Weapon	Range in metres behind the primary target within which secondary targets may be hit	Number of secondary targets may be hit, if each is slain in turn
Very heavy crossbow	2	1
Small ballista	3	2
Medium ballista	4	3
Large ballista	5	5

#### Ranges and D100 scores needed to hit\*

Missile firer's Combat Value**	Short range	Medium range	Long range
-9 down	01-05	01-03	01
-8 to -6	01-10	01-05	01-03
-5 to -3	01-15	01-10	01-05
-2 to 0	01-20	01-15	01-09
1-3	01-30	01-15	01-09
1-3	01-30	01-15	01-13
4-6	01-40	01-20	01-17
7-9	01-50	01-25	01-21
10-12	01-60	01-30	01-25
13-15	01-70	01-35	01-29
16-18	01-80	01-45	01-33
19-21	01-85	01-50	01-38
22-24	01-90	01-55	01-43
25-27	01-95	01-60	01-48
28-30 (up)	01-98	01-65	01-53

Missed shot hitting secondary target: a D10 is rolled: 1-3 = hits; 4-10 = misses

A score of 100 on the preceding table denotes an accident. A D10 is rolled:

Die score	Effect
1-3	The firer fumbles, gets no shot off during the current round, and loses the initiative (i.e. has an initiative score lower than that of any opponent) in the following round
4-5	The firer drops his/her weapon. 3 Action points must be expended to pick it up in the following round
6-7	The weapon suffers minor damage, repairable within 1-5 one-minute turns (randomly rolled)
8-9	The weapon suffers major damage, repairable within 1-20 one-minute turns (randomly rolled)
10	The weapon breaks and is irreparable. Various components of a thrown missile weapon, a crossbow, an artillery piece, and various other weapons can be salvaged, but this is possible only later when time permits. Bows, slings, bolas, and blowguns must be completely replaced. A "confirming roll" is allowed for missile weapons made of steel or enchanted steel (e.g. a steel throwing-knife); cf. Sec. 2.826

#### Damage points possessed by various types of cover

Material*	Degrees of cover and "damage points" per "unit of thickness"				
	Minor	Partial	Major	Near-total	Total
Wood	10	15	20	40	65
Earth, rubble	15	30	45	75	120
Brick	25	40	60	90	135
Masonry	50	75	100	150	200
Solid stone	60	85	110	160	220
Metal	70	90	120	180	240

\*5-10% of these values may be deducted for rotten, crumbling, or dilapidated construction.

\*This table can be progressed further if needed. There must always be at least a 1% chance to hit — and a 1% chance to miss — however.

\*\*Aiming at a specific area of a target is simulated by making the shot more difficult but more effective. A missile-firer may employ a higher line in the above table, making the shot harder. Up to THREE lines may be chosen: e.g. a Bowman with 10 sub-skill levels may use the 7-9, 4-6, or even the 1-3 lines. If the shot hits, it does greater damage, going DOWN one table in Sec. 2.827: e.g. from table D to take E for one line here, from D to F for 2 lines, or from table D to G for 3 lines. This is not possible for users of thrown melee weapons, rocks, bolas, javelins, spears, blowguns, the staff-sling, or the weapons of the assassin.

## 2.828. SHIELDS AND COVER

### TYPES OF COVERAGE AND PERCENTAGES OF THE BODY COVERED

Percentage of coverage	Shield type*	Cover type
20	Small targe or buckler	Minor
40	Medium	Partial
60	Large	Major
80	Pavise	Near-total
90-100	—	Total**

\*Varieties of shields are discussed in Sec. 1.960.

\*\*90% coverage denotes the presence of a small aperture through which the character can see and shoot a crossbow or a blowgun (but not other missile weapons). 100% coverage prevents the character from being seen, but it also stops him/her from seeing anything in the direction[s] blocked by the cover: e.g. a solid stone wall. One cannot strike or shoot through 100% coverage without exposing oneself (see below).

Roll made to hit a character who is shielded or in cover. A D10 is rolled:

Die score range within which a hit is made	Type of cover		
	Shield	Soft cover	Hard cover
1-8	Small	Minor	—
1-6	Medium	Partial	Minor
1-4	Large	Major	Partial
1-3	Pavise	Near-total	Major
1-2	—	Total	Near-total
1	—	—	Total*

\*i.e. 90% coverage; a character protected by 100% hard cover cannot be hit.

### Shield damage points

Shield type	Materials & shield "damage points"			
	Wood, leather, wicker	Chlén-hide, bronze	Steel	Enchanted steel
Small	10	12	14	16
Medium	14	16	18	20
Large	18	20	22	24
Pavise	30*	—	—	—

### DAMAGE TABLES FOR MELEE WEAPONS

Weapon	Damage table used
Dagger/knife, "The Springing Doom"***	A
Short one-handed weapon	B
Long one-handed weapon	C
Short thrusting spear, long spear, pike	D
Polearm	E
Two-handed weapon	F

\*\*\*"The Springing Doom" is usually poisoned. A hit that penetrates armour and does any damage thus requires a "Resistance roll." The level of difficulty depends upon the poison and must be assigned by the referee: cf. Sec. 2.722 (3).

### The "Resistance roll"

Difficulty level of the test & successful dice score ranges

Stamina factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-10	01-40	01-30	01-20	01-10	01-05
15-20	01-45	01-35	01-25	01-15	01-10
25-35	01-50	01-40	01-30	01-20	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-70	01-60	01-50	01-40	01-30

### Damage tables for missile weapons

Weapon	Damage table used
Dagger/knife, small thrown rock, "The Deliverer from Existence," "The Whisperer"*, blowgun*	A/A/A
Thrown melee weapon, large thrown rock, "The Summoner upon the Way," Bolas**	B/A/A
Javelin, dart	B/B/A
Throwing spear, short bow	C/B/A
Sling	C/B/B
Sling with metal shot	C/C/B
Longbow	D/C/B
Composite bow	D/D/C
Staff-sling***	E/D/B
Light crossbow	E/D/C
Medium crossbow	E/E/D
Heavy crossbow	F/E/D
Very heavy crossbow	F/F/E

\*Missiles fired by these weapons are often poisoned; cf. under (1), above.

\*\*The bolas are able to trip and possibly stun a target. In addition to the damage rolled, thus, a "Dexterity roll" at the "Harder test" level (Sec. 2.723) must be made. If the victim fails this, a D10 is rolled: 1-4 = no further result occurs; 5-7 = the target is stunned for 1-5 combat rounds (randomly rolled); 8-10 = the target is stunned for 1-5 one-minute turns (randomly rolled) and must spend 2 further rounds disentangling himself/herself from the thongs of this weapon.

\*\*\*This is for a stone hurled by a staff-sling. For firepots or corrosive substances (e.g. "Pa'ya's Kiss"; cf. Sec. 2.2313), see below.

### Damage table for artillery weapons

Weapon	Damage table used
Small ballista	G/F/E
Medium ballista	H/G/F
Large ballista	I/H/G
Small onager	H/G/G
Medium onager	I/H/H
Large onager	J/I/I
Small trebuchet	K/J/J
Large trebuchet	L/K/K

### Damage tables for fisticuffs

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	A	B	B	C
Medium or heavy	—*	A	A	A	B

\*i.e. no significant damage can be done, except by a "critical hit"; see below.

### Damage tables for the unarmed martial arts

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	C	E	G	I
Medium or heavy	A	B	C	C	D



**Damage tables for wrestling**

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	A	B	B	C	D
Medium or heavy	A	B	C	D	E

**Damage tables for the quarterstaff**

Opponent's armour	Attacker's sub-skill level and table used				
	1-3	4-6	7-9	10-12	13-up
None or light	B	B	C	D	D
Medium or heavy	A	B	B	C	C

**Artillery damage circles**

Weapon	Diametre of the "automatic hit circle" in metres*	Diametre of the "shatter circle" in metres*
Medium ballista	1	2
Large ballista	2	3
Small onager	2	3
Medium onager	3	4
Large onager	3	5
Small trebuchet	4	5
Large trebuchet	5	6

\*Any character whose base (Sec. 2.652) lies partially within the "hit circle" is considered a potential hit. If artillery fire is to be used frequently in the game (e.g. in an ongoing "military" scenario), it will be helpful to make templates of transparent plastic for the various hit circles in the scale employed. When a hit is scored, the template is centred upon the middle of the primary target's base, and a glance will then reveal which characters nearby may be hit.

**ARTILLERY MISSES (SEC. 2.827)**

Even if a hit is scored with an artillery piece, there may be inaccuracies due to the vagaries of the engine. If a hit is made with the ranging shot (i.e. the first shot from a given range at a target), a D10 is rolled: 1-4 = a direct hit is made; 5-10 = the shot

misses by 1-5 m (the score of a D10 divided by 2 and rounded up). For shots at the same range and target after the ranging shot, the scores of the D10 are read as follows: 1-7 = a direct hit; 8-10 = a miss by 1-5 m (as above). The direction of the miss from the original target is found by rolling a D10 against the following table:

Die score	Direction of the miss*	Die score	Direction of the miss*
1-2	North (i.e. an over-shot)	6-7	South (i.e. under-shot)
3	Northeast	8	Southwest
4	East	9	West
5	Southeast	10	Northwest

\*The direction the missile is travelling is arbitrarily "north" on this table.

**Height-Build-Strength modifiers to damage done**

Character's Height -Build-Strength factor	Damage modifier	Character's Height -Build-Strength factor	Damage modifier
01-50	- 1	201-300	+ 3
51-100	0	301-400	+ 4
101-150	+ 1	401-600	+ 5
151-200	+ 2	601-up	+ 6

Add +1 for each 6 sub-skill levels possessed in the weapon used to hit. Add +1 for "ordinary" steel blades or projectiles and +2 for "excellent" steel. "Enchanted" steel uses the next table up: e.g. table D instead of C.

**Roll for character hit by artillery**

Die score	Effect
1-2	The character is miraculously unhurt and may get up again during the following combat round
3-4	The character is unhurt but is stunned for 1-10 combat rounds (randomly rolled)
5-6	The character is stunned, as above, and also suffers the loss of 1-10 Body Damage Points (rolled)
7-8	As just above, except that the victim suffers one half (rounded up) of the damage rolled for the missile; cf. Sec. 2.829
9-10	As above, but the target suffers the full damage rolled for the projectile in Sec. 2.829

**Weapon Damage**

Table A		Table B		Table C	
Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2
5-10	2	4-6	2	3-4	3
11-16	4	7-9	3	5-6	4
17-19	5	10-13	5	7-9	6
20	Critical hit	14-17	6	10-12	7
		18-19	7	13-15	8
		20	Critical hit	16-17	9
				18-19	10
				20	Critical hit

Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage
1-2	4	1-2	5	1-2	7
3-4	5	3-4	6	3-4	8
5-6	6	5-6	7	5-6	9
7-9	8	7-9	9	7-9	11
10-12	9	10-12	10	10-12	12
13-15	10	13-15	11	13-15	13
16-17	11	16-17	12	16-17	14
18-19	12	18-19	13	18-19	15
20	Critical hit	20	Critical hit	20	Critical hit

Table G		Table H		Table I	
Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20
2-3	11	2-3	18	2-3	25
4-5	12	4-5	21	4-5	30
6-7	14	6-7	24	6-7	35
8-10	15	8-10	28	8-10	40
11-13	16	11-13	32	11-13	45
14-16	17	14-16	36	14-15	50
17-18	18	17-18	40	16-17	55
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit

Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage
1	25	1	30	1	35
2-3	30	2-3	35	2-3	40
4-5	35	4-5	40	4-5	45
6-7	40	6-7	45	6-7	50
8-9	45	8-9	50	8-9	60
10-11	50	10-11	60	10-11	70
12-13	55	12-13	70	12-13	85
14-15	60	14-15	85	14-15	100
16-17	65	16-20	Critical hit	16-20	Critical hit
18-20	Critical hit				

### Critical hit table

Die score	Effect*
1-3	The damage done for a score of 10 on the table used is multiplied by 2: e.g. a fighter wielding a long one-handed weapon employs table C; if he/she scores a 20 on table C, a die roll of 1, 2, or 3 here causes a loss of $7 \times 2 = 14$ points to the opponent
4-7	The damage done for a score of 15 on the table used is multiplied by 2: e.g. on table C, this results in $8 \times 2 = 16$ points of damage
8-9	The damage done for a score of 15 on the table used is multiplied by 3: e.g. on table C, this does $8 \times 3 = 24$ points of damage
10	The opponent is automatically slain

\*Modifiers for the attacker's Height-Build-Strength factor, great expertise in the weapon used, and for a steel weapon are applied to "critical hit" damage, but these are not doubled or tripled; cf. (5), (6), and (8) in the first list given above in this Section.

### 2.8210. ARMOUR

#### Armour protection values of nonhuman species

Species	Modifier for natural body coverage	Armour modifier
Ahoggyá	+2	+1
Hláka	-1	—*
Hlúss	+1	0
Hlutrgú	0	—*
Mihállí	0	0
Nyaggá	+1	—*
Páchi Léi	0	0
Pé Chói	-1	0
Pygmy Folk	-1	-1
Shén	+1	+1
Shunned Ones	0	—*
Ssú (Grey)	0	—*
Ssú (Black)	+1	+1
Swamp Folk	0	0
Tinalfya	-1	-1
Urunén	0	0

\*\*\*" — " = the species does not wear armour; cf. Sec. 1.960.

#### Armour protection values

Degrees of coverage	Materials of which armour is made and defensive protection values		
	Leather, padding	Scale-mail, chainmail*	Chlén-hide plate
Light	0	0	1
Medium	1	2	3
Heavy	2	3	4

  

Degrees of coverage	Ordinary steel	Excellent steel	Enchanted steel**
Light	2	3	5
Medium	4	5	7
Heavy	5	6	8

\*Scale-mail and chainmail are usually made of bronze or Chlén-hide. If these types of armour are made of ordinary steel, the column for Chlén-hide plate is employed; if they are of excellent steel, the column for ordinary steel is used; and should they be constructed of enchanted steel, the column for excellent steel is appropriate.

\*\*This also includes the enchanted copper armour worn by devotees of Sárku and related deities. A few "specials" provide still greater protection. Suits of armour manufactured by some great craftsman of old and enchanted to a higher degree by an ancient mage are sometimes found in the Underworlds and ruins. These will be detailed in the referee's Sections.

Armour is not destroyed during combat. After the fighting is over, a D10 is rolled for each character who was hit: 1-7 = no damage; 8-9 = minor damage, repairable by the person himself/herself within 1-10 turns; 10 = major damage, repairable only by an armorer with proper tools; cf. Sec. 2.8210 (end).

### 2.8211. WOUNDS:

Wounding causes a loss of Combat Values and also demands an Endurance test roll (Sec. 2.722 [1]) to stay in melee. A percentage of one's Heights-Build-Strength factor is also lost, but this is not recomputed during combat; it applies to an unhealed character later, however, and may cause further deductions in future combats. The tables are:

Percentage of Body Damage Points lost	Wound status	Combat Value modifiers	% of Height-Build-Strength factor lost
1-9	Unimpaired	0	0
10-25	Minor	-1	25
26-50	Serious	-3	50
51-75	Grave	-5	75
76-90	Critical	-7	90
91-99	Fatal	-10	95
100	Dead	—	100

### Endurance test levels required for various percentages of wounding:

Wound status	Difficulty level of the "Endurance roll"
Grave	Harder test
Critical	Difficult test
Fatal	Very difficult test

A further "Endurance roll" at the "Real challenge" level is made each time a "fatally wounded" character loses each additional Body Damage Point.

The "Endurance roll" table is:

The "Endurance roll"					
Action difficulty and successful dice score ranges					
Stamina factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-15	01-50	01-40	01-30	01-20	01-10*
20-35	01-55	01-45	01-35	01-25	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-65	01-55	01-45	01-35	01-25

\*There is always a 1 percent chance of success, no matter how many minus modifiers are applied.

A failed "endurance roll" causes immediate unconsciousness or deep shock. After 5 one-minute turns a "Recovery roll" (Sec. 2.722 [2]) is made. A bad result is applied at once, while any change for the better restores the character to consciousness. The victim's wound status remains the same; no lost Body Damage Points or Combat Values return, and the character must be healed magically or by a physician — or may heal naturally. The "Recovery roll" is:

The "Recovery roll"					
Amount of wound/illness change & dice score ranges					
Stamina factor	2 degrees worse	1 degree worse	No change	1 degree better	2 degrees better
5-10	01-25	26-50	51-75	76-90	91-100
15-20	01-20	21-40	41-70	71-85	86-100
25-35	01-15	16-35	36-65	66-80	81-100
40-50	01-10	11-30	31-60	61-75	76-100
55-up	01-05	06-25	26-55	56-70	71-100

Optional: after combat a roll may be made on the following table to determine exceptional damage to specific body areas. One D100 roll is made for each minor or serious wounded condition, and 2 rolls are made for those with a grave, critical, or fatal wound. A second "hit" on the same body part is rerolled.

### BODY AREAS AND DICE SCORE RANGES

Degree of wound/gravity	Head	Upper limb*	Torso	Abdomen	Lower limb*	No exceptional damage
Minor	01	02	03-05	06-07	08	09-100
Serious	01-03	04-05	06-09	10-12	13-15	16-100
Grave	01-05	06-08	09-13	14-17	18-21	22-100
Critical	01-07	08-11	12-17	18-22	23-27	28-100
Fatal	01-09	10-14	15-21	22-27	28-33	34-100



\*A further die roll is used to determine which limb is injured: e.g. the left or the right leg. Some nonhuman races have more than two limbs, and this die roll must be adjusted accordingly; cf. Sec. 2.223. A few species have no abdomen as distinct from the torso, and these two dice score ranges are therefore lumped together: e.g. the Ahoggyá, Nyaggá, and the Tinalíya. Still others have tails. A result of "lower limb" in the case of a Nyaggá denotes a hit on the tail, but in other instances a D10 is rolled: 1-3 = left leg; 4-6 = right leg; 7-10 = the tail. The damage done to animals and other entities can also be determined from this table, but there will probably be few occasions in the game when such exceptional detail is needed. If so, the referee can revise the table to allow for greater or lesser chances of hitting specific body areas.

Exceptional damage is as follows:

Body area	Damage
Head	Skull fractured; eye damage and blindness; ear severed or hearing impaired; jaw broken; teeth smashed; throat or vocal cords injured
Torso	Ribs broken; collarbone or shoulderblade broken; lungs punctured; spine damaged (if hit from behind); upper stomach and/or esophagus injured
Abdomen	Intestines punctured; liver or pancreas injured; groin wound; lower spine damaged (if hit from behind)
Upper and lower limbs, tail	Bone broken; tendons and muscle tissue destroyed; hand or foot broken or smashed; joint injured (e.g. an elbow or a knee); limb completely severed

### 2.830. HEALING:

Healing spells are "ritual" and cannot be cast while either the mage or the target is in combat. Sorcerous healing may not work; cf. the Sections on magic.

A physician aids in the "Recovery roll"; cf. Sec. 2.722 (2). A modifier of -2 is applied for each level the doctor has in the skill of Physician. The first "Recovery roll" is made 5 minutes after the patient returns to consciousness. If this roll fails, further "Recovery rolls" are made at 5 minute intervals until the person returns to consciousness or dies. A conscious patient then makes further "Recovery rolls" each 24 hours thereafter.

Battlefield "first aid" is done by anyone. It cannot be done while either the patient or the "doctor" is in hand-to-hand combat or otherwise physically active. A D10 is rolled: 1-4 = 2-3 (randomly rolled) points return; 7-8 = 4-5 points return; 9 = 6-10 points are restored; 10 = no effect. Only one application of first aid is allowed per wounded character, and if it fails it cannot be tried again by another.

#### Times needed by a physician to treat a patient

Degree of wound/ illness gravity	Die rolled (+ any base number) to find number of minutes of treatment
Minor (or less)	D10
Serious	D10 + 5
Grave	D10 + 10
Critical	D10 + 20
Fatal	D20 + 20

#### Times needed by antidotes to work

Stamina factor	Number of days required for an antidote to restore a poison/drug victim to full health.*
5-20	1-10
25-40	1-5
45-up	1-3

### 2.8210. MORALE:

Player characters may be of any morale class they desire. Others are classed as follows. A morale test is made when the original number of the party is reduced by 25%; a second when it reaches 50%; a third at 75%; a fourth at 90%; and another after each one-minute turn thereafter. Morale test failures accumulate as follows:

Morale tests failed		
Number of morale tests failed	Morale classes	Modifiers to the Combat Values of the party and other results
1	A-B	-3 (i.e. "demoralised")
	C-D	-1 (i.e. "morale is shaken")
	E-G	No effect

2	A-B	Rout
	C-D	-3
	E-F	-1
3	G	No effect
	A-D	Rout
	E-F	-3
4	G	-1
	A-F	Rout
5	G	-3
	A-G	Rout

#### Morale classes

Morale class*	Character type or species
A	Slaves, porters, torchbearers, peasants, lower-class urban dwellers, children; Hláká
B	Most average citizens, new recruits (i.e. fighters with less than 4 sub-skill levels in any one weapon), common bandits, pirates, thieves, etc.; one of the Pygmy Folk unaccompanied by others of his/her/its kind
C	Young aristocrats, most average soldiers (i.e. those with 4-10 sub-skill levels in any one weapon), most clergy of the non-war temples; most sorcerers and other scholars; Swamp Folk fighting on land; Ssú without a leader; Shunned Ones
D	Aristocrats trained as fighters, veteran soldiers (i.e. those with 11-15 sub-skill levels in any one weapon), most clergy of the war-temples (e.g. Karakán, Vimúhla, Chegárra, Chiténg, Hfsh, etc.); most sorcerers and scholars devoted to the war-gods; Swamp Folk fighting at sea; Ssú with a leader; Nyaggá on land; Tinalíya
E	Experienced adventurers (including bandits, pirates, etc.), elite troops (i.e. those with 16-up sub-skill levels in any one weapon); average Ahoggyá, Hlúss, and Shén; Nyaggá underwater; Pygmy Folk in a group together
F	Adventurers and soldiers who may be classified as "heroes" (usually those with over 15 sub-skill levels in 3 or more weapons and with years of experience); leaders of the Ahoggyá, Hlúss, and Shén
G	Human fanatics; very experienced Ahoggyá, Hlúss, or Shén warriors; the Hlutrgú

\*There is also a class H; this is for those animals and other creatures which never check morale but keep on attacking until slain.

### MORALE TESTS ARE MADE BY ROLLING A D20 AGAINST THE FOLLOWING TABLE.

The morale test			
% lost from original number*	Morale classes and die score ranges needed to remain in combat		
	A	B	C
25%	1-12	1-14	1-16
50%	1-8	1-10	1-12
75%	1-4	1-6	1-8
90%	1-2	1-4	1-6
Each test thereafter	1	1-2	1-4
	D	E	F
	1-17	1-18	1-19
	1-14	1-16	1-18
	1-10	1-12	1-14
	1-8	1-10	1-12
	1-6	1-8	1-10
	G		
	1-20		
	1-20		
	1-16		
	1-14		
	1-12		
	1-12		

\*This number is recalculated at the end of an "adventure," or at the referee's discretion, after the party has enjoyed a period of rest and safety. It is not recomputed during an "adventure" as the group goes from one combat to another. The loss of one's companions is not so soon forgotten!

#### Modifiers to the morale test

Modifier	Circumstance
- 1*	Meleeing a species smaller than oneself (i.e. smaller than the majority of the party)
- 1	Each enemy priest or sorcerer killed or captured
- 2	Each large treasure found, amounting to 100 <i>Káitars</i> or more per person, if it were divided equally amongst all but slaves
- 2	Each very large beast, insect, or creature of the Underworld killed (e.g. a <i>Sró</i> , <i>Sérudla</i> , <i>Hrá</i> , <i>Ru'ún</i> )
- 2*	Meleeing a party half the size of one's own or smaller
- 3	Each senior enemy leader killed or captured. This applies only to recognised officers or commanders of a hostile force, and it is not used for animals, creatures of the Underworlds, semi-intelligent beings, androids, the undead, automatons, etc.
- 4	The major objective of the mission has been attained. This is applicable only when the party has been given a specific goal to achieve
+ 1*	Meleeing a species larger than one's own (i.e. larger than the race to which the majority of the party belongs)
+ 1	Each of the party's priests or sorcerers killed or captured
+ 2	Each large treasure found or seen but not obtained, amounting to 100 <i>Káitars</i> or more per person, if it were divided equally amongst all but slaves. This applies also to treasurers gained but lost during the course of an "adventure"
+ 2*	Meleeing a party half again as large or larger than one's own
+ 2*	Meleeing a very large beast, insect, or creature of the Underworld (e.g. a <i>Sró</i> , <i>Sérudla</i> , <i>Hrá</i> , <i>Ru'ún</i> , etc.)
+ 2*	Humans meleeing the <i>Hlöss</i> , <i>Shunned Ones</i> , or <i>Grey Ssú</i>
+ 3*	Humans meleeing the <i>Black Ssú</i>
+ 3*	The party is surrounded or cut off from retreat and is the same size as or outnumbered by the enemy
+ 3*	The party is fired upon by magic and has none of its own with which to defend or reply
+ 3*	Meleeing fanatics when not fanatic oneself
+ 4*	The party is attacked by surprise, from the rear, or from ambush. This applies only if the morale test must be taken in the round following that in which these events occur: e.g. a group that loses 25 percent of its members during a surprise round
+ 4	The party's recognised senior leader (e.g. a military officer, a high priest) is slain or captured
+ 4	The goal of the party's mission has been found or seen but cannot be obtained or achieved

\*Modifiers marked with an asterisk are temporary and cease to apply once the cause is removed. Others are permanent throughout an "adventure" but do not apply in later "adventures." These should be noted on a piece of paper as the game proceeds.

## 2.840. MISCELLANEOUS WEAPONS AND DAMAGE

### 1. Impromptu Weapons

- Very short weapon, table A
- Longer objects, table B
- Longer and heavier articles, table C
- Objects needing two hands, table D and table E

### 2. Damage from falls and collisions

#### Damage from falls and collisions

Damage table employed*	Type of fall or collision
	Slipping and falling down (e.g. a failed "Dex-

A	terity roll" at the "Easy test" level taken to stay on one's feet on a slick surface); running headlong into a comrade; having a door slammed shut upon one
B	Falling down while running (e.g. a failed "Dexterity roll" at the "Harder test" level made while running or sprinting through an unlighted and unknown area of an Underworld labyrinth); dashing headlong into a wall; having a piece of light furniture broken over one's head (and failing a "Dexterity roll" at the "Harder test" level needed to avoid it)
C	Falling down a short staircase (about half a storey); tumbling into a pit 1-2 m deep; colliding with a character who is running straight towards oneself (and both failing "Dexterity rolls" at the "Harder test" level in order to dodge one another)
D	Falling down a one-storey staircase or a ladder; dropping into a hole or pit 2.1-3 m deep; colliding with a moving being twice as big as oneself (see above)
F	Falling down a two-storey staircase or rolling down a steep hillside of the same height; dropping into a pit or falling vertically between 3.1 and 4 m; being run down and trampled by a large animal
H	Tumbling down a steep hillside between 2 and 3 storeys high; falling vertically between 4.1 and 6 m; being run over by a <i>Chlén</i> -cart or a very large animal
J	Falling vertically between 6.1 and 8 m
L	Falling vertically between 8.1 and 10 m. Any greater fall automatically kills the character, although a kindly referee may allow a 5% chance of survival and damage at the level of table L

\*No damage occurs for short falls into water, mud, or other soft substances, of course. A longer fall (perhaps 2-3 storeys) requires a "Dexterity roll" at the "Difficult test" level; if this is failed, the character suffers damage according to table J.

#### Damage from dropped rocks, etc.

Damage table employed	Size of rock or other heavy object
B	Very small: 5-10 cm in diameter
C	Small: 11-20 cm in diameter
E	Medium: 21-40 cm in diameter
H	Large: 41-60 cm in diameter
K	Very large: 61-100 cm in diameter
L	Extremely large: e.g. a part of a crenellation, a falling pillar, archway, etc.

4. A character who is drowning makes an "Endurance roll at the "Difficult test" level (Sec. 2.722 (1)) after the first 3 one-minute turns. If this succeeds, a second "Endurance roll" at the "Very difficult test" level is needed after 2 more turns. Still another roll is required at the "Real challenge" level after 1 more turn—and again at the end of each turn thereafter until the character either perishes or returns to the surface. If any of these rolls are failed, it is likely that the character is dead, although an unconscious person pulled out of the water within 20 minutes does have a small chance of revival: an "Endurance roll" is made at the "Real challenge" level; if this is successful, the character is revived. The same roll is permitted to one who has been underwater for 21-30 minutes, but even if revived there is a possibility



of brain damage; a D10 is rolled: 1-6 = brain damage occurs (D100 are rolled and their score is deducted from the character's Intelligence factor; cf. Sec. 2.215); 7-10 = a miraculous escape with no lasting ill effects.

5. A character suffocating in mud or any similar substance has the same chances as given above in (4). Immersion in sand, loose earth, rubble, etc. increases these time periods to 6, 5, and 3 turns, respectively: e.g. a buried individual who survives the first check made after 6 turns does not need to roll again until 5 more turns have elapsed. Should he/she still be alive, further "Endurance rolls" at the "Real challenge" level are then made at 3-turn intervals thereafter. The chances of revival after becoming unconscious are as given above under (4).

6. A character trapped in an airless space also perishes within a certain length of time, but this depends upon the size of the chamber and is thus left to the referee. A body-sized coffin may provide 15-20 minutes of air, while a person sealed into a room 3 m square and 1 storey high may survive for anywhere from 30 minutes to an hour. Each additional individual in the chamber reduces these time limits by approximately one half.

7. Fire damage is assessed as follows:

a. Hand-held lamps and lanterns are fueled with poorly combustible animal or vegetable oils and thus cause insignificant damage when thrown or struck against a target. They may, of course, frighten certain creatures away, and they can also be employed to set larger fires in burnable materials.

b. In order to hit with a hand-held torch, the attacker and the defender make a "competitive Dexterity roll" at the "Harder test" level; cf. Secs. 2.723 and 2.7211 (1). A defender who has a shield or who is behind cover is permitted to roll for this protection; cf. Sec. 2.828.

c. An incendiary missile is either hurled (using the thrower's skill with hand-thrown melee weapons; cf. Sec. 2.827) or is shot from a bow, a staff-sling, or an artillery engine (employing the firer's sub-skill level with the relevant weapon; cf. Sec. 2.827). Other weapons cannot shoot blazing missiles or substances. Again, the target may roll for the protection of a shield or of cover; cf. Sec. 2.828.

d. Lighting an inflammable article with a hand-held torch or lamp is automatic but takes time (cf. Sec. 2.710), unless there are extenuating circumstances (e.g. the character is in melee or is performing other strenuous actions). In such cases a "Dexterity roll" at the "Easy test" level may be required. The same roll may be needed at the "Harder test" level if a character hurls a lighted lamp, lantern, or torch at an inanimate object in order to set it afire. The difficulty level is increased for less combustible substances, greater distances, or other factors.

e. If a hit is scored under (b) or (c) above, armour provides some protection from a "small" fire but not from a "medium" or a "large" blaze. A "small" fire is defined as one started by a flaming arrow, a torch, or a lamp or lantern which has set combustibles ablaze (but where the fire has not had time to expand). A "medium" fire includes a firepot filled with inflammables (Sec. 1.960), a blazing drapery or voluminous garment, a bonfire, a cooking hearth, and the like. A "large" fire is a bigger conflagration: e.g. a burning building, a forest fire, an incendiary artillery missile, a large pot of blazing pitch, etc. Certain spells also produce fires of various sizes; cf. the Sections dealing with magic. The protection afforded by armour from a "small" fire is found by rolling a D10 against the following table:

Armour protection from fire	
Armour coverage*	Score needed to cause damage**
Light	1-8
Medium	1-6
Heavy	1-4
Very heavy; animal covered with horny or chitinous integument	1-2

\* Cf. Sec. 2.320 for the definitions of these coverages.

\*\* A score above these ranges indicates no significant damage. The burning item strikes the armour and bounces off.

Further rounds that a fire burns		
Garment and/or equipment coverage	Score needed to set an on-going fire	Number of combat rounds the fire burns
Little: a kilt, a vest, a backpack, a quiver of arrows, or a small amount of similar semi-combustible gear	1-4	1-5
More clothing and equipment: a tunic, a short cape, a larger backpack, sack(s), blanket, etc.	1-6	6-10
Still more garments: a cloak or mantle, a "full kit" of gear	1-7	8-17
Full robes or ritual priestly vestments, an elaborate noble's costume, a woman's voluminous skirts	1-8	16-25

Rate of spread of fires		
Number of one-minute turns a fire burns at this level	Rate of spread (in all directions) per turn	Damage table employed each combat round for a victim fully exposed to the fire
1-3	25 cm	A (a "small" fire)
4-6	50 cm	B
7-9	1 m	C (a "medium" fire)
10-15	1.5 m	D
16-21	2 m	E (a "large" fire)
22-30	2.5 m	G
31-up	3 m	J

Putting out a fire			
Size of fire and current damage table	Effect upon a fire and die score ranges		
	Fire is totally extinguished	Fire is decreased one damage table*	No effect
Small: A	1-8	—	9-10
Small: B	1-5	6-7	8-10
Medium: C	1-4	5-7	8-10
Medium: D	1-3	4-6	7-10
Large: E	1-2	3-6	7-10
Large: G	1	2-5	6-10
Large: J	—	1-4	5-10

\* The physical dimensions of the fire are also reduced. This is left to the referee.

8. A pot of boiling water, oil, etc. poured down upon a target below does damage according to table G (Sec. 2.829) only in the combat round in which it hits. A small pot has a "splash circle" of 2 m, and all within this area (cf. the rules for hits with artillery stones in Sec. 2.829) must make "Dexterity

rolls" at the "Very difficult test" level (Sec. 2.723) in order to avoid being burned. A larger container has a "splash circle" of 3 m. These same rules apply to pots of molten lead or other metals as well, but damage table K is employed. Should a character be partially or totally immersed in boiling liquid, damage table H is used each round until contact ceases, and immersion in molten metal, lava, and the like requires table L.

9. Skin corrosives (e.g. acid or lye) do damage as follows:
  - a. Hitting a target with a container of dangerous chemicals is done with the thrower's sub-skill levels with hand-thrown melee weapons, the staff-sling (e.g. the assassin's weapon, "Pa'lya's Kiss"; cf. Secs. 1.960 and 2.2313), or artillery. Other weapons are not normally used to fire corrosives. (Arrows fitted with acid-filled glass tips are theoretically feasible, but these may do less damage than a regular projectile point because of the small capacity involved. They would also be extremely liable to breakage.)
  - b. Dropping a container of chemicals upon a target below is done as described under (8), above. "Splash circles" and rolls needed to avoid contact are the same.
  - c. A roll for a shield, cover, and/or armour is permitted, but if this succeeds, all types of shields and armour (EXCEPT enchanted steel, which is immune) suffer damage according to table D each round during the rounds that the chemical remains active (see below). Once the points of protection afforded by the shield and/or armour are eliminated, the chemical continues to injure the character himself/herself until its combat rounds have run their course or until the substance is neutralised.
  - d. A corrosive chemical damages a victim each round for one or more rounds. This depends upon the extent of the exposure and also a random die roll. These timings and also the damage tables employed for various degrees of exposure are listed below.

#### DAMAGE DONE EACH ROUND AND NUMBER OF ROUNDS

Skin corrosive damage per round		
Extent of exposure*	Damage table employed	Number of combat rounds the chemical continues to do damage**
Minor	A	1-2
Small	B	1-5
Medium	D	6-10
Large	F	11-20
Total	H	16-35

\*"Minor" contact includes such things as touching a fingertip to a pot filled with the substance. A "small" exposure is produced by a little vial of the chemical: e.g. the assassin's weapon, "Pa'lya's Kiss"; cf. Secs. 1.960 and 2.2313. A pot of corrosives hurled by a staff-sling causes a "medium" exposure, while a "large" exposure results from a bigger container dropped upon a besieger. Total immersion is self-explanatory—and very deadly.

\*\*The exact number of rounds a chemical remains active is found within these ranges by a random die roll: e.g. 11-20 = 10 + the score of a D10, etc.

10. Carbon monoxide gas is found in various chambers of the ancient Underworld labyrinths, and it is also produced by the fumes of fires and similar sources. Carbon dioxide or carbonic acid gas is encountered in dank cellars, wells, and the like. Hydrogen sulphide gas occurs in sewers, sealed tombs, and in certain areas of volcanic activity. Methane gas is another peril of the old tunnel systems; it is highly explosive when combined with air and exposed to a flame.

All of these can cause death through suffocation within 10-30 minutes, and no dice rolls are made for them. Symptoms include drowsiness, dizziness, collapse, and coma. Fresh air and artificial respiration are the best remedies. A victim who has become unconscious through one of these gases must make a "Recovery roll" (Sec. 2.722 (2)). If any improvement results, he/she returns to his/her senses and no further rolls are needed. A result of "1 degree worse" or "2 degrees worse" is applied as usual, and further rolls must be made at the end of five-minute intervals until the victim either obtains a "better" result and recovers, or until he/she dies. Sorcery can also neutralise the ill effects of these gases.

11. Corrosive gases produced by certain artifacts of the ancients are treated as shown under (9), above: a "large" exposure results from immersion in these gases, and damage is done according to (9, d). A physician can treat these injuries, as described in (9, e), and sorcery is also efficacious. A few devices also produce nerve gases, deliquescents, and other kinds of lethal vapours. These are almost instantly fatal (perhaps 3-12 combat rounds, randomly rolled), and only the immediate application of the relevant sorcerous spell can save a victim exposed to them.
12. Ingested and injected poisons may cause illness, paralysis, death, etc.; cf. Secs. 1.960 and 2.350. The referee sets the difficulty level represented by the toxin, and the victim makes a "Resistance roll" (Sec. 2.722 (3)). Should an antidote be taken in time, no "Recovery roll" (Sec. 2.722 (2)) is needed, and the character returns to health within the time periods stated in Sec. 2.411 (8). A character who fails the "Resistance roll" and who lacks an antidote (or cannot apply it in time) dies when the poison is a lethal one. Some narcotics work more slowly, however, causing gradual weakness, internal lesions and bleeding, blindness, coma, and other deleterious effects. The number of Body Damage Points lost per hour, day, week, etc. because of such a toxin is left to the referee. Again, the employment of the proper antidote should halt further damage, and lost Body Damage Points may be permitted to heal naturally or to remain as permanent disabilities, depending upon the action of the drug. Magic is perhaps the best means of restoring injured internal organs, although it is not always reliable.

#### 2.852. HITTING SPECIFIC BODY AREAS

- a. The attacker specifies the body part he/she is aiming for each round. If a hit is scored, and if any shield or cover is subsequently bypassed, as described under (1) above, a roll is made on the following table to ascertain where the target is hit. D100 are used.

Hitting specific body areas			
Body part	Dice score ranges	Body part	Dice score ranges
Head	01-10	Abdomen	60-79
Left arm*	11-18	Left leg**	80-89
Right arm*	19-29	Right leg**	90-100
Torso	30-59		

\*An unshielded righthanded fighter tends to advance the right arm and leg towards the opponent, making it easier to hit these than the left arm or leg. This is normally reversed when a shield is used—and must be reverse J again for a lefthanded character.

\*\*See the preceding note. Further confirming rolls must be made for nonhumans who have more than two upper or lower limbs, and also for those species that possess tails: e.g. a hit on either of a Shén's legs requires a further D10 roll: 1-6 = the leg is hit; 7-10 = the tail is struck. Hits upon animals and creatures with other arrangements of appendages must be adjudicated by the referee.





## SORCERY SUMMARY

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To use the "Adventures on Tekumel" magic system, you must know:

1. Your basic "Magical Resistance factor"; cf. p. 3. If you have no Sorcerer or Shaman competence, this and your "Magical Resistance factor" roll chances are all that you need; cf. p. 7. A mage or shaman requires special qualifications; cf. p. 3.
3. A sorcerer/shaman must know the number of skill levels he/she has in these skills. These add to his/her "Magical Resistance factor," as do certain other modifiers; cf. pp. 3-4.
3. Your spells: these are "bought" with skill-level points; cf. p. 4. Note their details upon your Character Record Sheet.
4. The number of "psychic power points" you have with which to cast spells is the same as your basic "Magical Resistance factor." Points are used whenever a spell is cast, and when these points are exhausted you cannot cast any more magic. Points regenerate according to the table given on p. 5.

Spell-casting follows the pattern given below.

1. The visibility and/or audibility of an opposing party is determined first; cf. p. 1. See Sec. 2.821 for chances of surprise.
2. If there is no surprise, or if the surprise round has been completed, establish the order of initiative for the next (and each subsequent) round. This is done every round. Initiative modifiers are listed on p. 2.
3. The times and Action point costs of the various things you can do each round are given on pp. 3-4. See Sec. 2.823 for details.
4. When your initiative turn comes, cast your spell. Deduct the spell casting points that this costs. Roll to see if your spell fails; cf. pp. 4-5.
5. If you are casting an "aimed" spell, check the modifiers on p. 6. Then roll to hit the target on p. 7. Spell effects are listed in their descriptions. Some do damage according to the tables in Sec. 2.829; these are given on p. 8. If an "aimed" spell misses, it may hit secondary targets directly in line behind it out to the limits of its range.
6. An "areal" spell needs no roll to hit. It takes effect in the area you designate.
7. If the spell is a "touch range" spell, and if the target does not wish to be hit, a "competitive Dexterity roll" is made by both caster and target; cf. Secs. 2.723, 2.7211 (1), and 2.823 (list 2, 19). The "Dexterity roll" table is given on p. 9.
8. Spells may hit more than one target; these "circles of effect" and their correspondences in terms of a random number of targets struck are noted on p. 7.
9. Most spells allow the target[s] to make a "Magical Resistance factor roll"; cf. pp. 7-8. If the target succeeds, the spell usually does no harm (although some powerful spells indeed do so). A failed roll means that the target suffers the full effects of the spell.

Other "Adventure Action" rolls are given on pp. 9-11. These include the table for sorcerous healing spells to work, the Dexterity roll, etc. Movement rates are also given on p. 11. See also the combat play-sheets; these give such features as wounding, morale, etc.



**2.728. THE VISIBILITY ROLL:**

Basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	For each torch, lantern, or other light source carried by the object's party
-3	The object viewed is at least half again as large as a human: e.g. a bulky statue, a large animal
-2	The object viewed is moving: e.g. a person trying to slip across the viewer's field of vision
-2	The party is using more than 3 candles or lanterns within a 10 m circle or more than 3 torches within a 30 m circle
-1	The item viewed is the only significant object in the area: e.g. a single foeman in a bare room
+1	The item viewed is one of several significant objects in the area: e.g. an animal standing amidst bushes
+1	It is foggy or raining heavily
+2	The party is using less than 3 candles or lanterns within a 10m circle or less than 3 torches within a 30 m circle
+2	For each 5 m beyond the perimeters of the 10 m circle for candles/lanterns or the 30 m circle for torches that the party attempts to see
+2	The item viewed is partially concealed: e.g. a person lurking in the shadows or hidden by furniture
+3	The object viewed is very small: e.g. a snake an insect, a small box, a little purse lying on the floor, a secret door (if the party is just passing by and not deliberately searching; cf. (2), below)
+3	There is heavy fog, a duststorm, etc.
+5	The item viewed is almost completely concealed: e.g. a person behind draperies or a large pillar, a chest nearly buried in rubble. Total concealment or pitch darkness makes sighting impossible, of course, as does a spell of Invisibility; cf. the Sections dealing with magic, below

\*These modifiers are cumulative: e.g. a large animal that is moving and is the only significant object in the area has a total modifier of -3+ -2+ -1 = -6. A very small insect scuttling across the floor amidst other significant objects has a total modifier of -2 + +1+ +3 = +2.

**2.728. THE DISCOVERY ROLL:**

Basic roll: D20;1-8 = success; 9-20 = failure.

**2.728. THE AUDIBILITY ROLL:**

Basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance
-5	The unseen entities are making a loud noise: e.g. yelling, arguing, fighting, roaring, etc.
-3	The unseen entities are making some noise: e.g. speaking at a conversational level, walking along with armour and accoutrements jingling, etc.
-1	The unseen entities are whispering, muttering, or making a very small amount of noise
-1	There is more than one unseen entity
+2	The unseen entities are attempting to move stealthily, wearing soft garments and/or little

- +2 armour, and deliberately remaining quiet
- +2 The unseen entities are professional assassins or certain agile and nimble-footed animals (listed later)
- +3 The unseen entities are standing absolutely still, lying in ambush, etc., and all that can be heard is soft breathing, etc.
- +4 The listeners' own party is making noise: e.g. talking, moving, changing positions, jingling weapons and belongings, shifting objects about, etc.

\*These modifiers are cumulative. An assassin who is moving has modifiers of +2+ +2 = +4, for example, and if he/she is standing still, this is increased to a +5.

**2.728. COMBAT AUDIBILITY ROLL:**

'basic roll: D20;1-8 = success; 9-20 = failure. Modifiers:

Modifier*	Circumstance																
-3	The intended hearer is currently unoccupied and is looking about for something further to do																
-1	The intended hearer is looking directly towards the speaker. Miniature figures or markers are useful to show the direction in which a character is looking: anything within a 45° arc of the front of the figure (i.e. 22.5 degrees on each side of a line drawn directly forward from the centre of the figure's base) is within the character's line of sight and immediate attention																
+1	The intended hearer is not looking directly towards the speaker but off to one side; cf. just above																
+1	The intended hearer's native language is different from that of the speaker: e.g. a N'İöss—who may speak Tsolyáni quite well—is given an order in Tsolyáni by a Tsolyáni officer. In stress situations an "accent" does cause problems																
+2	For each 3 m (or part thereof) that the intended hearer is beyond a 6 m circle with the speaker as its centre. A maximum of 15 m is about all one can reach by voice communication in the chaos of combat. A diagramme will make this modifier clear:																
	<table border="1"> <tr> <td>Speaker's</td> <td>4-6</td> <td>7-9</td> <td>10-12</td> <td>13-15</td> </tr> <tr> <td>Distance:</td> <td>3 m circle</td> <td>m</td> <td>m</td> <td>m</td> </tr> <tr> <td>Modifier:</td> <td>No roll</td> <td>0</td> <td>+2</td> <td>+4</td> <td>+6</td> </tr> </table>	Speaker's	4-6	7-9	10-12	13-15	Distance:	3 m circle	m	m	m	Modifier:	No roll	0	+2	+4	+6
Speaker's	4-6	7-9	10-12	13-15													
Distance:	3 m circle	m	m	m													
Modifier:	No roll	0	+2	+4	+6												
+2	The intended hearer is not involved in combat but is engaged in some other absorbing activity: e.g. climbing a cliff to get a shot at the foe, looting, tending the wounded, getting an article out of a pouch or backpack, readying a spell, etc.																
+3	The intended hearer has his/her back directly (or nearly so) to the speaker																
+3	The intended hearer is in melee during the combat round in which the speaker addresses him/her. This applies to warriors who are physically fighting or who are firing missiles, and also to magic-users who are casting offensive or defensive spells that round.																

\*These modifiers are cumulative.

**2.821. SURPRISE:**

A sleeping being is surprised on a D20 roll of 1-16. Use the Visibility and/or Audibility rolls for other situations. See the Section for details.

## 2.825. HITTING WITH TOTAL SURPRISE:

A D10 is rolled against the following table. Medium armour adds +1 to the D10 score; Heavy armour adds +2. Unconsciousness lasts 1-20 minutes (D20), and a stun lasts 1-10 minutes (D10).

Die scores and effects			
Attacker's Combat Value	Kill/render unconscious	Wound/temporarily stunned	Miss/strike an ineffective blow
up to 0	1	2-3	4-10
1-6	1-2	3-5	6-10
7-12	1-3	4-7	8-10
13-18	1-4	5-9	10
19-24	1-5	6-10	—
25-up	1-6	7-10	—

## 2.822 and 2.851. INITIATIVE:

Each character rolls D20. Highest score acts first, then others in order.

### Special weapon group modifiers

Modifiers to the Initiative roll			
Weapon	Length group	Modifiers	
		First round	All subsequent rounds
Pike	1	Always first	See below*
Long spear	2	+4	-4
Short thrusting spear	3	+3	-3
Polearm, halberd, etc.	4	+3	-2
Quarterstaff, javelin	5	+2	-2
Two-handed weapon	6	+2	+1
Long one-handed weapon	7	+1	0
Short one-handed weapon	8	-1	+1
Knife, dagger, "The Springing Doom"	9	-2	+2
All others	10	-3	+3

\*Pikes strike first in the first round of hand-to-hand combat, and opponents get no return blow unless similarly armed with pikes. In subsequent rounds a pikeman subtracts -4. If he/she wins this roll, the foe is held at pike-length, and the pikeman may continue to strike and do damage, while the opponent gets no chance to strike a return blow. If a pikeman loses or ties this roll, however, he/she must drop his/her pike and pay 3 Action points (Sec. 2.710) to change to a secondary weapon.

### Other modifiers to the "Initiative roll"

Circumstantial modifiers to the initiative roll	
Modifier	Circumstance
Dexterity factor modifiers; cf. Sec. 2.213	
-4	-15
-3	-10
-1	-5
+1	+5
+2	+10
+3	+15
+4	+20 and up
Shields and cover; cf. Secs. 1.960 and 2.828	
-1	Carrying a medium shield
-2	Carrying a large shield
-3	Helping to carry a pavise

- 3 In "hard" or "soft" cover that restricts movement: e.g. in tall grass, behind a tapestry, behind or underneath furniture, fighting from a narrow aperture, etc.
- Armour; cf. Secs. 1.960, 2.320, and 2.8210
- 1 Wearing medium armour
- 2 Wearing heavy armour
- Encumbrances; cf. Secs. 2.310 and 2.811
- 1 Carrying 76-100% of one's encumbrance limit
- 3 Carrying 101-150% of one's encumbrance limit
- 4 Carrying 151-199% of one's encumbrance limit. (One cannot fight at all while burdened with more than this.)
- Fatigue; cf. Sec. 2.812
- 2 Fighting on after one's fatigue limit has expired
- Posture; cf. Sec. 2.710
- 1 Crouching, kneeling
- 2 Sitting
- 4 Lying prone
- Wound status; cf. Sec. 2.8211
- 1 Suffering from a "serious" wound
- 2 Suffering from a "grave" wound
- 3 Suffering from a "critical" wound
- 4 Suffering from a "fatal" wound
- Miscellaneous
- 2 Applied to "surprised" characters in the round following the "surprise round"; cf. Secs. 2.821 and 2.825
- 1 Manoeuvring (i.e. moving) during the same round that one strikes or shoots; cf. Sec. 2.823 (list 2, 5)
- 1 Attacked while loading a crossbow or other missile weapon that requires more than one round to reload; cf. Sec. 2.710
- 1 Changing weapons, taking an object out of a pouch or bag, or performing any action other than striking or shooting during the round that costs 2 or more Action points; cf. Sec. 2.710
- 2 Attacked while preparing a spell to be cast during a later round; cf. the Sections dealing with magic, below
- 3 Applied to characters who have turned at bay to fight after having been caught by pursuers; cf. Sec. 2.823 (list 2, 17). This is used only during the first round of such "post-rout" combat

## 2.710. ADVENTURE ACTION TIMINGS:

"T" = a one minute turn; "R" = a 6 second combat round. The following list give the number of turns or rounds needed to perform various actions.

Adventure action timings	
Time needed	Actions
10 T	Put on a complete suit of heavy armour (Sec. 2.320) unaided
5 T	Put on a suit of heavy armour with the help of a comrade
	Put on a suit of medium armour (Sec. 2.320) by oneself
	Strip off a suit of heavy armour (and the garments beneath it) by oneself
3 T	Put on a suit of light armour (Sec. 2.320) or chainmail by oneself
	Strip off a suit of medium armour by oneself
	Raise a drawbridge or portcullis with a winch
2 T	Put on or strip off a pair of greaves or vambraces
	Strip off a suit of light armour or chainmail oneself
	Put on or take off a breastplate and backplate
	Open a large gate or a pair of heavy double doors
	Hammer a spike into soft stone or hard clay
	Cross a breast-high obstacle in heavy armour
1 T	Put on or take off a suit of leather armour or priestly vestments. Ceremonial vestments



take as much time as a suit of heavy armour, however, or even longer in some cases!

Put on or take off an arming cap and a heavy visored helmet

Open a heavy door or bar it shut

Hammer a spike or stake into rubble, earth, or a crevice in stone

Cross a breast-high obstacle in medium armour

Obtain an object from a backpack: i.e. pull the pack around, search inside, and extract the object ready for use in the following turn/round

Dig .03 cubic metres of earth or rubble

Search a 3-metre-square area of wall or floor for a secret door or trap; search a chest, etc. for traps

Search .25 cubic metres of earth or rubble for artifacts

Search a body for possessions

Light a fire with flint and steel

Consult a map or compass

Take a bow or crossbow from one's back, string it, and load it ready for firing during the following turn or round

5 R Climb 3 m of stairs or steep slope in heavy armour

Cross a breast-high obstacle in light armour

Put on or take off a suit of clothes (kilt, tunic, etc.)

Light a torch or lantern from a fire already lit

Reload a heavy crossbow for firing in the following turn or round

3 R Climb 3 m of stairs or steep slope in medium armour

Descend 3 m of stairs or steep slope in heavy armour (without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)

Reload a medium crossbow for firing in the following turn or round

2 R Climb 3 m of stairs or steep slope in light armour

Descend 3 m of stairs or medium slope in medium armour (cf. under "3 R" for "heavy armour," above)

Climb 6 m of rope in medium, light, or no armour. This is difficult for a person in heavy armour and requires a "Dexterity roll" at the "Difficult test" level to accomplish at all; cf. Sec. 2.723

Throw a rope so as to catch upon some projection (again requiring a "Dexterity roll" at the "Difficult test" level)

Erect a ladder

Read a spell from a book or scroll. This takes effect during the third round, but an "Initiative roll" (Sec. 2.822) is required if the spell is being cast at a target who does not desire it

Change from a weapon in one's hand to one slung over the back on a strap, etc. If a character is in melee, he/she can only dodge, defend with a shield, or retreat from melee during the rounds needed to obtain the new weapon; cf. Sec. 2.823

#### Action points

Character's Dexterity Modifier	Action points available
- 15 through - 10	3
- 5 through 0	4
+ 5 through + 10	5
+ 15 through + 20	6
+ 30-up	7

#### Adventure actions and points cost

Action points cost	Actions
3	Climb 3 m of stairs or steep slope in no armour Descend 3 m of stairs or steep slope in no armour

(without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself; cf. Sec. 2.723)

Strike a blow with a hand weapon

Cast a ritual or psychic spell. The former cannot be cast while moving at all, but the latter can be employed if the caster manoeuvres (see below) no more than 3 m during the round. Some spells also take more than one round to prepare; cf. the Sections on magic. Psychic spells—but *not* ritual enchantments—can be cast when the magic-user is in hand-to-hand combat

Fire and reload a bow or a sling. This may be done while moving but not in hand-to-hand combat

Reload a light crossbow or staff-sling. Another Action Point must be spent to fire this weapon (i.e. a total of 4). One may fire while moving but not reload it (except for the Shén, who can reload their pistol crossbows while moving), and one may neither fire nor reload once one is engaged in hand-to-hand combat. Note that it always requires a minimum of one Action Point to fire a missile weapon that is loaded and ready in the hands

Throw a spear, javelin, dart, bolas, dagger, knife, rock, or other hand-held object. This may be done while moving but not in hand-to-hand combat

Change from a weapon in one's hand to one scabbarded at the belt. This may be done while moving and also in melee; the first weapon must be dropped unless double "Action points" are paid

Fire an "Eye" or other hand-held ancient technological device. "Eyes" and certain other small mechanisms may be fired both while moving and also in hand-to-hand combat

Change from a weapon held in one hand to one already carried in the other for use during the following round. This may be done while moving and also during hand-to-hand combat. The first weapon must be dropped, however, unless double "Action points" are paid

Strike with both weapons when fighting in Florentine style; cf. Sec.s 1.960 and 2.2317

Take a weapon or other object from a comrade and ready it for use in the following round. This can be done while moving, but a "Dexterity roll" at the "Difficult test" level (Sec. 2.723) is needed. This cannot be done in melee

Take an object from a belt-pouch or hand-held sack and ready it for use in the following round. This may be done while moving but requires a "Dexterity roll" at the "Easy test" level. If done in hand-to-hand combat, the roll is made at the "Very difficult test" level; cf. Sec. 2.723

Pick up an object from the ground (etc.) within 1 m of the person. Twice the Action points are needed for an article 2 m away and triple for an item 3 m distant. More than one round is required for objects still farther off. Again, a "Dexterity roll" at the "Easy test" level (Sec. 2.723) is required—or at an even greater level of difficulty if the object is very small, or if it lies amidst several articles, rubble, etc.

Stand up from a prone position

Open an unlocked door or secret door

Descend 3 m of stairs or steep slope in no armour and carrying no more than 75 percent of one's encumbrance limit (Sec. 2.310)—without having to make a "Dexterity roll" at the "Harder test" level to see if one has fallen and hurt oneself

Strike a blow with a dagger, knife, "The Springing Doom," a rock, the fists, the unarmed martial arts, wrestling, or other hand-held object (Secs.

2.2313, 2.2317, and 2.840). One may also attempt a blow with a short one-handed weapon at this cost, but this is not automatic; a D10 is rolled: 1-7 = the blow costs 3 Action points; 8-10 = the blow costs only 2 points

Manoeuvre (i.e. move) up to 3 m forward within 45 degrees of the character-figure's base front; cf. Sec. 2.823 (list 2, 5). One who is not engaged in hand-to-hand combat may move as given in Sec. 2.641, but if one is striking or being struck at during the round, "manoeuvring" is the maximum allowed. "Manoeuvring" is also permitted to missile-firers who emerge from behind cover to shoot and then conceal themselves again

Unfasten and drop a shield from one's arm. This may be done while moving or even during hand-to-hand combat

Change from a weapon held in one hand to an "Eye" already held in the other. The "Eye" may be aimed and fired in the same combat round, if one still has sufficient Action Points. The other weapon need not be dropped

Dive for cover within 2 m of the person. This may be done while moving, requiring a "Dexterity roll" at the "Harder test" level (Sec. 2.723), and also during hand-to-hand combat (using the same roll). In the latter case, an opponent may strike a free blow—but at a deduction for hitting; cf. Sec. 2.823 (list 2, 13). Reaching cover farther away takes more than one round, at the referee's discretion

Jump horizontally or upwards

Change posture upwards: e.g. from lying to sitting, sitting to kneeling, or kneeling to standing erect  
Draw a weapon from a belt scabbard when one's weapon-hand is unencumbered. Note that 3 Action Points are needed to do this when one is grappling or in hand-to-hand combat, however.

Turn around (i.e. 180 degrees)

Strike a blow with a secondary appendage: e.g. a Shén's tail, a beast's claw (its mouth being its primary weapon), etc.

Jump downwards. A "Dexterity roll" is required at whatever difficulty level the referee decrees, depending upon the height and/or distance

Change posture downwards: i.e. from standing to kneeling, kneeling to sitting, etc.—or just dropping prone

Drop a weapon or other object from the hand. This may be done while moving or during hand-to-hand combat

Roll over, if prone

Turn 45 degrees to the right or left. A psychic spell or a missile may then be fired, providing one has enough Action points left to do this. A ritual spell cannot be employed while moving or turning at all

Look 90 degrees to the right or left

## 2.911. PERSONAL QUALIFICATIONS:

To be a sorcerer or shaman one must have the following qualifications; cf. Sec. 2.239:

Talent	Ritual magic only	Psychic magic only	Both branches
Intelligence	65	55	75
Psychic ability	50	70	80
Psychic reservoir	60	60	60

The total of these 3 talents gives a basic "Magical Resistance factor"; cf. Sec. 2.725 (1).

## "Magical Resistance factor" equivalences

Intelligence, Psychic Ability and Psychic Reservoir totals	Equivalent Sorcerer/Shaman skill levels granted to the "Magical Resistance factor"
00-below	-5
01-50	-3
51-100	-1
101-150	0
151-200	+1
201-250	+2
251-300	+3
301-350	+4
351-up	+5

The "Magical Resistance factor" is increased by 1 level for each skill level in the skills of Sorcerer and/or Shaman. One level is also given for each 5 levels in the skill of Priest.

Medium or heavy armour of "enchanted" steel OR a large shield of this metal (OR armour and/or a shield of enchanted copper, worn by devotees of Sarku and related deities) increases the "Magical Resistance factor" by +1. Still heavier coverage or both armour and a shield of enchanted metal does not increase this factor further.

## 2.921. SPELL PURCHASING:

Each skill level of Sorcerer or Shaman contains 25 "spell purchase points." There are 3 "phyla" of spells ("Universal," "Generic," and "Temple"; cf. 2.915). The costs of various levels of spells of these 3 phyla are as follows:

Spell costs			
Spell phyla & costs in "spell purchase points"			
Spell level	Universal	Generic	Temple
1	2	4	6
2	4	6	8
3	6	8	10
4	8	10	12
5	10	12	14
6	13	15	17
7	16	18	20
8	19	21	23
9	22	24	26
10	25	27	30

Spells cannot be learned in any order one wishes. If a spell has lower levels, these must be acquired before buying any higher level of the same spell. If no lower level exists (e.g. a spell that starts at the U4 level), one may obtain this, if it is appropriate for one's level of skill. Levels of skill and the spells of the 3 phyla that can be bought are as follows:

Skill levels and purchasable spells			
Character's skill level	Phyla and levels of available spells		
	Universal	Generic	Temple
1	1-2	—	—
2	1-3	1	—
3	1-4	1-2	1
4-5	1-5	1-3	1-2
6-7	1-7	1-4	1-3
8-9	1-9	1-5	1-4
10-11	1-10	1-7	1-5
12-13	1-10	1-9	1-7
14-15	1-10	1-10	1-9
16-up	1-10	1-10	1-10

## 2.922. SPELL LEARNING TIMES:

After a character is in the game and has bought the spells given at that time, he/she must learn newly purchased spells. A "base learning time" is given below, and a random number of days is added: a D10 divided by 2 for Universal spells, a D10 for Generic spells, and a D20 for Temple spells. A high Intelligence factor (Sec. 2.215) modifies this roll: below 80 = 0; 81-95 = -1; 96-99 = -2; and 100 = -3.

A maximum of 3 spells may be studied at any one time. These are studied concurrently, but learning times must be rolled separately for each. See Secs. 2.913 and 2.922 for spells acquired from a tutor's spell-learning book.



Spell learning times			
Phyla and number of days needed to learn a spell			
Spell level	Universal	Generic	Temple
1-3	1	3	6
4-6	3	6	12
7-9	6	12	18
10	12	18	24

### 2.923. FINANCIAL COSTS OF SPELL LEARNING:

The following sums (usually bargained for with one's tutor) are paid to learn new spells:

Financial costs of spell learning			
Phyla and spell learning costs in Káitars			
Spell levels	Universal	Generic	Temple
1-2	20	50	100
3-4	40	100	200
5-6	100	300	500
7-8	250	700	1,500
9	600	1,500	4,000
10	1,300	2,500	9,000

### 2.932. SPELL CASTING COSTS:

Psychic spells cost more to cast than ritual spells. Eyes and other devices cost nothing.

Spell casting costs												
Phylum and level of the spell*	Caster's skill level and cost in "psychic power points" to cast											
	1-3		4-6		7-9		10-12		13-15		16-up	
	P	R	P	R	P	R	P	R	P	R	P	R
U1	30	25	20	15	10	5	5	3	3	2	2	1
U2	40	35	30	25	20	15	10	5	5	3	3	2
U3	50	45	40	35	30	25	20	15	10	5	5	3
U4	60	55	50	45	40	35	30	25	20	15	10	5
U5	70	65	60	55	50	45	40	35	30	25	20	15
U6	90	80	70	65	60	55	50	45	40	35	30	25
U7	110	100	90	80	70	65	60	55	50	45	40	35
U8	130	120	110	100	90	80	70	65	60	55	50	45
U9	150	140	130	120	110	100	90	80	70	65	60	55
U10	170	160	150	140	130	120	110	100	90	80	70	65
G1	40	35	30	25	20	15	10	5	5	3	3	2
G2	50	45	40	35	30	25	20	15	10	5	5	3
G3	60	55	50	45	40	35	30	25	20	15	10	5
G4	70	65	60	55	50	45	40	35	30	25	20	15
G5	80	75	70	65	60	55	50	45	40	35	30	25
G6	100	90	80	75	70	65	60	55	50	45	40	35
G7	120	110	100	90	80	75	70	65	60	55	50	45
G8	140	130	120	110	100	90	80	75	70	65	60	55
G9	160	150	140	130	120	110	100	90	80	75	70	65
G10	180	170	160	150	140	130	120	110	100	90	80	75
T1	60	55	50	45	40	35	30	25	20	15	10	5
T2	70	65	60	55	50	45	40	35	30	25	20	15
T3	80	75	70	65	60	55	50	45	40	35	30	25
T4	90	85	80	75	70	65	60	55	50	45	40	35
T5	100	95	90	85	80	75	70	65	60	55	50	45
T6	120	110	100	95	90	85	80	75	70	65	60	55
T7	140	130	120	110	100	95	90	85	80	75	70	65
T8	160	150	140	130	120	110	100	95	90	85	80	75
T9	180	170	160	150	140	130	120	110	100	95	90	85
T10	200	180	180	170	160	150	140	130	120	110	100	95

\*Lower level characters cannot acquire advanced spells under the provisions of Sec. 2.921 (4, c). The table has been fully progressed, however, to allow for "referee specials": very high-level spells given as a "gift" to a character by some non-player character "master-magician." The table may also be developed beyond skill levels 16-18 to permit the introduction of "Great Magic" into the game; cf. Sec. 2.921 (4, d).

### 2.931. PSYCHIC POWER POINTS:

The casting of spells requires psychic power. The amount one has is equal to one's "Magical Resistance factor" (unmodified by skill levels or priestly expertise); cf. p. 3 above. One can cast the same spell or different spells over and over as long as one has points to do so. Thereafter spells do not function until one regenerates one's psychic power points.

### 2.933. LIMITATIONS UPON SPELL-CASTING:

1. Certain areas of Tekemel are magically fertile; spell casting costs are halved. Others are semi-barren, and costs are doubled. In completely barren regions spells cannot be cast at all, and even ancient devices operate only once there.
2. No spell can be cast within 1.5 m of an anti-psychic individual; cf. Sec. 2.216.
3. Ritual spells cannot be cast while in combat, while physically active, while immobilised, while stunned, or while suffering from a wound that renders a limb inoperative; cf. Secs. 2.823 (list 2, 4) and Sec. 2.852 (2). A ritual sorcerer also should not wear more than 75 percent of his/her encumbrance limit; cf. Sec. 2.310.
4. Psychic spells can be cast in combat, etc. and the only way to stop such a spell being cast is to stun or slay the caster. Darkness or blinding will render an aimed psychic spell difficult to hit.
5. Wearing too much of any sort of metal makes spell failure likely. Even Chlenhide armour may encumber a ritual spell caster too much. More than 60 g require a D10 roll. Eyes, etc. are non-metallic.

### Spell failure from carrying metal

Die score	Result
1-3	The spell does not function. "Psychic power points" are expended as usual, but there is no effect
4-8	The caster himself/herself is slain unless he/she makes a successful "Magical Resistance factor roll"; cf. Sec. 2.725 (1). For the purposes of this roll, only the caster's skill levels are counted (i.e. Sec. 2.725 (1, e and g) are ignored), and this skill level is cross-referenced with the <i>same</i> skill level in the table: e.g. a sorcerer with 7 skill levels rolls against the "7-9" target column and thus has a 01-30 chance of avoiding being killed. If the rolls succeeds, the caster suffers no damage, but the spell still does not operate, and "psychic power points" are used up.
9-10	As just above, except that in addition to the caster, all others within a 3 m circle of the mage are slain unless they make successful "Magical Resistance factor rolls"; cf. Sec. 2.725 (1). The caster's skill level is cross-referenced with each target's "Magical Resistance factor," just as though the spell had been aimed at him/her. If these rolls are successful, the caster and/or the other targets suffer no damage.

### 2.934. SPELL FAILURE:

Aside from too much metal, spells may also fail because of lack of experience. A -5 is applied for spells learned from a "spell-book" and not yet perfected; cf. Secs. 2.913 and 2.922 (4-6).

The following table is for Universal spells. A -5 is applied to the D100 score for Generic spells, and a -10 is used for a Temple spell.

A failed non-aggressive spell does not operate and harms no one. A failed aggressive spell has one of 3 results: A: the spell works and the caster is the centre of its damage circle; B: the spell works and the caster alone is its target (others are not harmed); C: the spell does not work at all. A failed spell costs psychic power points as usual. The D10 roll is:

Character's skill level	Spell failure		
	Dice score ranges and results		
	A	B	C
1-3	01-05	06-10	11-20
4-6	01-03	04-07	08-15
7-9	01	02-03	04-10
10-12*	—	01	02-05
13-15*	—	—	01-03

\*In the interests of rapid gaming, this roll may be treated as optional for characters of level 10 and up. Chances of failure are quite small, and the roll does take up time.

\*\*Characters with 16 or more skill levels cannot bungle a spell in this fashion unless they wish to do so deliberately.

### 2.935. REGENERATION OF PSYCHIC POWER POINTS:

One roll is allowed per day, made upon arising from sleep or a prolonged rest. If sorcery is employed on consecutive days a running total may have to be kept.

#### Regeneration of "psychic power points"

Character's original "psychic power points"	Dice score ranges and numbers of "psychic power points" regenerated during a day				
	01-20	21-50	51-80	81-90	91-100
175-200*	20	40	60	80	100
201-250	30	50	80	100	150
251-275	40	60	100	150	200
276-300	50	70	150	200	250
301-up**	60	80	200	250	All

\*The minimum number of "psychic power points" a character must have to use magic is 175; cf. Sec. 2.239. This roll is irrelevant to non-magic-users.

\*\*The highest possible stock of "psychic power points" is 390. This can be attained only by a Miháli (Sec. 2.223) who scores 100 on all three relevant factors and adds the

+ 10, + 50, and + 30 bonuses given to this species. Such a character will be very rare.

### 2.941. DEFINITIONS AND ABBREVIATIONS:

The Following schematic is used for all spell descriptions. The number of the spell is given first, then its name, and then its Psychic ("P") or Ritual ("R") status. The data shown below then are supplies. When a new spell is bought, its details should be noted upon the Character Record Sheet.

UI-10	GI-10	TI-10	ag	ai	Xmc	co	ci	I	sp	mr	PT: XCR	XT	M
A	B	C	D	E	F	G	H	I	J	K			

- A. Phylum ("Universal," "generic," or "Temple") and spell level; cf. Sec. 2.921
- B. "Aggressive" or "non-aggressive", cf. (2) above in this Section.
- C. "Aimed" or "areal", cf. (3), above.
- D. "Circle of effect" ("c") stated in metres ("m"); cf. (4), above.
- E. "Caster only" ("co"); "Caster included" ("ci"); or "Touch range" ("tr"); cf. (5), above.
- F. "Range" ("r") stated in metres ("m"); cf. (5), above.
- G. "Duration" ("D"); either "Instantaneous" ("I") or stated in a number of one-minute turns ("T"); cf. (6), above.
- H. Permissibility of casting a second spell while maintaining the one described, indicated by "sp" ("Spell permitted"), cf. (7), above.
- I. Permissibility of making a "Magical Resistance factor roll" against the spell's effects; cf. (8), above, and Sec. 2.725 (1).
- J. "Preparation time" ("PT") stated in a number of combat rounds ("CR") or one-minute turns ("T") for those spells that require more than one round to make ready and cast; cf. (9), above.
- K. Visible or audible manifestation ("M") of the spell, if any; cf. (11), above.

An aimed spell functions like a missile weapon. The caster specifies a target and uses his/her Sorcerer/Shaman skill level as the "Combat Value" in the missile-hitting table given in Sec. 2.827. Negative Combat Value modifiers are ignored, and only the "Short Range" column is employed. The modifiers given for missile firers in Sec. 2.827 are used, however. Modifiers employed are:

#### Modifiers for missile fire

Modifier	Circumstance
Various	Encumbrances; Sec. 2.811
Various	Fatigue; Sec. 2.812
- 3	Shooting at an opponent who is advancing in a "dodging rush"; Sec. 2.823 (list 1, 4)
- 3	Shooting at a foe who is "defending"; Sec. 2.823 (list 2, 11)
- 5	Shooting at a foe who is diving for cover during the round; Sec. 2.823 (list 2, 12)
- 3	Shooting at a foe who is prone; Sec. 2.823 (list 2, 14)
- 2	Shooting at a foe who is crouching, sitting, or kneeling; Sec. 2.823 (list 2, 15)
- 6	Shooting while blind, against invisible foes, or in pitch darkness; Sec. 2.823 (list 2, 21). Different modifiers are given in the same paragraph for various nonhuman species
- 2	Shooting from a rank containing more characters than space allows; Secs. 2.651 and 2.823 (list 2, 25 and 26)
- 3	Shooting during the round after one has been "totally surprised" (e.g. asleep); Sec. 2.825
- 1	Suffering from a "Minor wound" (a loss of 10-25% of one's Body Damage Points); Sec. 2.8211
- 3	Suffering from a "Serious wound" (a loss of 26-50% of one's Body Damage Points); Sec. 2.8211
- 5	Suffering from a "Grave wound" (a loss of 51-75% of one's Body Damage Points); Sec. 2.8211
- 7	Suffering from a "Critical wound" (a loss of 76-90% of one's Body Damage Points); Sec. 2.8211*
- 10	Suffering from a "Fatal wound" (a loss of 91-99% of one's Body Damage Points)—at 100% loss the character is dead; Sec. 2.8211*
- 1	Shaken morale; Sec. 2.8212
- 3	Demoralised; Sec. 2.8212

\*When wounded to this extent a character may not reload and/or fire any type of bow or sling. He/she retains sufficient strength to fire a loaded crossbow or artillery piece but not to reload it — or to alter the aim of the latter. Thrown missile weapons also cannot be used by a character suffering from a "Critical" or "Fatal" wound.



### Special modifiers for missile fire

Modifier	Circumstance
+3	The target is much larger than a human: e.g. a very large animal
+2	The target is somewhat larger than a human: e.g. an Ahoggyá, Shén, or Black Ssú
-2	The target is somewhat smaller than a human: e.g. a Tinaliya or one of the Pygmy Folk
-3	The target is much smaller than a human: e.g. a small animal
-5	The target is very small: e.g. a little snake, a large insect
-3	It is raining or foggy; Sec. 2.612. Dense fog produces the same -6 modifier as does darkness (above)
-2	The target is moving at a rate faster than "Fast Walk"; Sec. 2.641
-3	The target is flying (e.g. a Hláka, a foeman under the influence of a flying spell, various aerial creatures, etc.). This does not apply to a target hovering in the same location in the air. This modifier is not cumulatively added to the previous one; only the appropriate one of these two modifiers is utilised
-2	The firer is moving at a rate faster than "Walk"; Sec. 2.641
-3	The firer is flying (e.g. under the influence of a spell, in an aircar, etc.). This does not apply to the Hláka or to any other winged species, nor is it applicable to one who is only hovering in one place in the air. Again, either this modifier or the previous one is employed, whichever is relevant—but not both
-1	The firer himself/herself is being fired upon by missiles during the round in which he/she shoots
-3	The firer is the target of hostile magic during the round in which he/she shoots. This and the preceding modifier are cumulative
-10	The target is involved with one or more of the firer's comrades in hand-to-hand melee. If the shot misses, a D10 is rolled: 1-5 = another character within 2 m (i.e. a 4 m circle) of the original target is struck (diced for randomly); 6-10 = the shot misses entirely (but see below). This does not apply to shooting into an unengaged flank or the rear ranks of an enemy party, provided that the firer has a clear shot or is on ground high enough above his companions to shoot over their heads
-7	The firer is using "indirect fire," shooting in a high arc over his/her friends (or an intervening enemy unit) in order to hit unseen foe beyond. The firer must have some means of knowing approximately where the enemy is, of course. If a hit is scored, any character within 3 m (i.e. a 6 m circle) of the originally designated target may be hit (diced for randomly): e.g. an archer indicates enemy soldier A and scores a hit. B and C are within range on either side of A. The archer rolls randomly to see whether A, B, or C is struck. Indirect

fire is limited to the various types of bows, crossbows, and slings, but not other weapons. See below for artillery.

All "touch range" spells are "aimed."

The "Short Range" table for missile and aimed spell hitting is as follows; a D100 is rolled.

Caster's Combat Value	Short range	Caster's Combat Value	Short range
-9 down	01-05	10-12	01-60
-8 to -6	01-10	13-15	01-70
-5 to -3	01-15	16-18	01-80
-2 to 0	01-20	19-21	01-85
1-3	01-30	22-24	01-90
4-6	01-40	25-27	01-95
7-9	01-50	28-30(up)	01-98

The table can be progressed further if needed. There must always be at least a 1% chance to hit and a 1% chance to miss, however.

Aiming at a specific area of a target is simulated by making the shot more difficult. A spell caster may employ a higher line in the table, making the shot harder: e.g. a mage with 10 skill levels may use the 7-9, 4-6, or even the 1-3 lines (no higher than this, however). If the shot (i.e. spell) hits, it strikes a specific area of the target, smaller and smaller areas being specified by more and more difficult shots. An eyehold in a helmet might thus be a difficult shot, requiring the caster to shoot 3 table lines up from his/her normal line.

A missed shot may hit a secondary target behind the primary one. A straight-edge is used, and if the target in front is missed, a secondary target behind takes the effect of the spell on a D10 score of 1-3; 4-10 = the shot misses. As for missile shots, a separate roll is made for each such rear target until the spell either hits or goes past all of them. Only those in direct line of fire can be struck, or course.

Areal spells need no roll to hit but take effect in a stated circle of effect at a stated range. The caster himself/herself may be the centre of this circle of effect, while other spells can only strike other targets. This is so stated in the spell description.

The circle of effect extends out in all directions around its centre. An aimed spell affects the target and others within this radius. An areal spell affects all 'a' thin its area as well but need not be aimed at a specific target. It does not pass on to hit secondary targets. If the first targets within the area of effect make their "Magical Resistance factor" dice throws safely, the areal spell ends there.

The area affected by a spell is stated in terms of a circle of effect: e.g. "3mc" = a circle 3 m in diameter with the primary target at its centre. This requires either measurement or plastic templates. Some may prefer a quick, easy correspondence, with the exact number of targets struck being determined by a random D10 roll. These targets must be within the approximate limits of the original circle, of course. This correspondence is as follows:

Circle of effect	Number of potential targets within the circle of effect who may be hit*
1mc	The primary target only: one being
2mc	The primary target + 1 other being
3mc	The primary target + 1-5 (randomly rolled) secondary targets
6mc	The primary target + 1-10 secondary targets (roll D10)
9mc	The primary target + 1-20 secondary targets (roll 1D20)

\*Certain spell descriptions give a specific number of possible targets; this table is then not used.

### 2.725. THE PSYCHIC ROLLS:

The "Magical Resistance factor" roll is made for targets hit by many spells. The permissibility of this roll is indicated in each spell description by the "mr" abbreviation.

The following table is for Universal spells. If hit by a Generic spell, the target uses the next table down, and if struck by a Temple spell the next line below that is employed.

### The "Magical Resistance factor roll

Caster's Sorcerer/Shaman skill level*	Target's "Magical Resistance factor" and successful dice score ranges**														
	-5	-3	-1	0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33
1-3	01-10	01-15	01-20	01-25	01-30	01-35	01-40	01-50	01-60	01-70	01-80	01-90	01-95	01-98	01-99
4-6	01-09	01-14	01-19	01-24	01-25	01-30	01-35	01-45	01-55	01-65	01-75	01-85	01-90	01-95	01-98
7-9	01-08	01-13	01-18	01-23	01-24	01-25	01-30	01-40	01-50	01-60	01-70	01-80	01-85	01-90	01-95
10-12	01-07	01-12	01-17	01-22	01-23	01-24	01-25	01-35	01-45	01-55	01-65	01-75	01-80	01-85	01-90
13-15	01-06	01-11	01-16	01-21	01-22	01-23	01-24	01-30	01-40	01-50	01-60	01-70	01-75	01-80	01-85
16-18	01-05	01-10	01-15	01-20	01-21	01-22	01-23	01-29	01-35	01-45	01-55	01-65	01-70	01-75	01-80
19-21	01-04	01-09	01-14	01-19	01-20	01-21	01-22	01-28	01-34	01-40	01-50	01-60	01-65	01-70	01-75
22-24	01-03	01-08	01-13	01-18	01-19	01-20	01-21	01-27	01-33	01-39	01-45	01-55	01-60	01-65	01-70
25-27	01-02	01-07	01-12	01-17	01-18	01-19	01-20	01-26	01-32	01-38	01-44	01-50	01-55	01-60	01-65
28-30 (up)	01-01	01-06	01-11	01-16	01-17	01-18	01-19	01-25	01-31	01-37	01-43	01-49	01-50	01-55	01-60

\*The skill levels of a person who is both a shaman and a sorcerer are added together when calculating his/her "Magical Resistance factor" (cf. the example of Rútar Chré in (g), above). They are NOT added together when such a character casts spells, however. Rútar casts a shamanistic spell at level 3 and a sorcerous

spell at level 4. His innate abilities and status as a priest are not taken into account here either.

\*\*The table may be progressed further at the same rates for higher level characters.

Most spells are prepared and cast within the same combat round; others require time to prepare. This is indicated by "PT" in the descriptions.

Spell casting points are expended as soon as the mage starts to ready a spell. A prepared spell can be kept cocked and ready for as long as 5 turns. This counts as one of the two spells that a mage can maintain at any one time.

Two rounds are needed to read a spell from a book or scroll. It takes effect in the caster's initiative "turn" in the 3rd round.

Armour and/or a shield give no defence against spells. The only exceptions are armour of medium or heavy coverage and/or a shield of large size made of en-

chanted steel or copper; this gives a +1 level protection on the preceding table (e.g. the 4-6 line instead of the 7-9 line for one who has 7 skill levels).

Heavier cover allows a "shield/cover roll" against an aimed aggressive spell (but not an areal aggressive spell; cf. Sec. 2.828 (list 1,7). No "shield/cover roll" is permitted to the victim of a bungled spell cast by one of his/her own party.

Many spells do damage according to the tables in Sec. 2.829; others harm targets in ways specifically stated in their descriptions. Damage tables are repeated here for ease of play.

The "critical hit" table is given opposite:

### Weapon Damage

Table A		Table B		Table C	
Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2
5-10	2	4-6	2	3-4	3
11-16	4	7-9	3	5-6	4
17-19	5	10-13	5	7-9	6
20	Critical hit	14-17	6	10-12	7
		18-19	7	13-15	8
		20	Critical hit	16-17	9
				18-19	10
				20	Critical hit

  

Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage
1-2	4	1-2	5	1-2	7
3-4	5	3-4	6	3-4	8
5-6	6	5-6	7	5-6	9
7-9	8	7-9	9	7-9	11
10-12	9	10-12	10	10-12	12
13-15	10	13-15	11	13-15	13
16-17	11	16-17	12	16-17	14
18-19	12	18-19	13	18-19	15
20	Critical hit	20	Critical hit	20	Critical hit

  

Table G		Table H		Table I	
Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20
2-3	11	2-3	18	2-3	25
4-5	12	4-5	21	4-5	30
6-7	14	6-7	24	6-7	35
8-10	15	8-10	28	8-10	40
11-13	16	11-13	32	11-13	45
14-16	17	14-16	36	14-15	50
17-18	18	17-18	40	16-17	55
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit

  

Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage
1	25	1	30	1	35
2-3	30	2-3	35	2-3	40
4-5	35	4-5	40	4-5	45
6-7	40	6-7	45	6-7	50
8-9	45	8-9	50	8-9	60
10-11	50	10-11	60	10-11	70
12-13	55	12-13	70	12-13	85
14-15	60	14-15	85	14-15	100
16-17	65	16-20	Critical hit	16-20	Critical hit
18-20	Critical hit				

### Critical hit table

Die score	Effect*
1-3	The damage done for a score of 10 on the table used is multiplied by 2: e.g. a fighter wielding a long one-handed weapon employs table C; if he/she scores a 20 on table C, a die roll of 1, 2, or 3 here causes a loss of $7 \times 2 = 14$ points to the opponent
4-7	The damage done for a score of 15 on the table used is multiplied by 2: e.g. on table C, this results in $8 \times 2 = 16$ points of damage
8-9	The damage done for a score of 15 on the table used is multiplied by 3: e.g. on table C, this does $8 \times 3 = 24$ points of damage
10	The opponent is automatically slain

### 2.942. UNIVERSAL SPELLS: HEALING:

Healing done by a physician is detailed in the melee combat play-sheets, as are degrees of wounding, etc.; cf. pp. 10-11. The sorcerous Healing spells (nos. 10, 48, 146) require a special D10 roll to work, however. The patient's basic "Magical Resistance factor" is compared with the mage's skill level, and a die is rolled. If this fails, a Healing spell cannot be cast again upon the same target by the same or a different mage to heal the same wounds. Physical healing must then be used instead. If it does work, and if all of the lost Body Damage Points are not completely restored, further Healing spells can be cast without any need to roll.

Target's basic "Magical Resistance factor"	Caster's skill level and successful D10 score ranges					
	1-3	4-6	7-9	10-12	13-15	16-up
03-100	1-3	1-4	1-5	1-6	1-7	1-8
101-175	1-4	1-5	1-6	1-7	1-8	1-9
176-200	1-5	1-6	1-7	1-8	1-9	1-10
201-250	1-6	1-7	1-8	1-9	1-10	—
251-300	1-7	1-8	1-9	1-10	—	—
301-up	1-8	1-9	1-10	—	—	—

For the details of other spells, see the descriptions.

"Touch range" aggressive spells require a "competitive Dexterity roll" (Secs. 2.723 and 2.7211 (1) in order to hit; cf. also Sec. 2.823 (list 2, 19).

Some of the more useful "Adventure Action" dice rolls are included below for ease of play. Cf. the relevant Sections for details.

### 2.721. THE HEIGHT-BUILD-STRENGTH ROLL:

Action difficulty-level and successful dice score ranges					
Height-Build-Strength factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-20	01-50	01-40	01-30	01-20	01-10
21-75	01-55	01-45	01-35	01-25	01-15
76-135	01-60	01-50	01-40	01-30	01-20
136-up*	01-65	01-55	01-45	01-35	01-25

\*Nonhumans with very powerful physiques (Sec. 2.223) may be given still better chances of performing actions requiring great strength, but a "real challenge" should still provide a substantial chance of failure. An Ahoggyá trying to smash open a heavy bronze door, for example, would still find this a formidable task. At the referee's discretion, a further modifier of -10 may be applied to the creature's dice score.

### 2.722. THE "STAMINA FACTOR ROLLS" The "Endurance roll"

Action difficulty and successful dice score ranges					
Stamina factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
5-15	01-50	01-40	01-30	01-20	01-10*
20-35	01-55	01-45	01-35	01-25	01-15
40-50	01-60	01-50	01-40	01-30	01-20
55-up	01-65	01-55	01-45	01-35	01-25

\*There is always a 1 percent chance of success, no matter how many minus modifiers are applied.



The "Recovery roll"					
Amount of wound/illness change & dice score ranges					
Stamina factor	2 degrees worse	1 degree worse	No change	1 degree better	2 degrees better
5-10	01-25	26-50	51-75	76-90	91-100
15-20	01-20	21-40	41-70	71-85	86-100
25-35	01-15	16-35	36-65	66-80	81-100
40-50	01-10	11-30	31-60	61-75	76-100
55-up	01-05	06-25	26-55	56-70	71-100

### Times needed by antidotes to work

Stamina factor	Number of days required for an antidote to restore a poison/drug victim to full health*
5-20	1-10
25-40	1-5
45-up	1-3

\*The actual number of days within these ranges is established by a random die roll.

## 2.723. THE "DEXTERITY FACTOR ROLL"

The "Dexterity factor roll"					
Action difficulty level & successful dice score ranges					
Dexterity factor modifier	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
-30	01-05	01-04	01-03	01-02	01
-20	01-10	01-07	01-05	01-03	01-02
-15	01-20	01-15	01-12	01-09	01-07
-10	01-30	01-20	01-15	01-12	01-09
-5	01-40	01-30	01-20	01-15	01-12
0	01-50	01-40	01-30	01-20	01-15
+5	01-60	01-50	01-40	01-30	01-20
+10	01-70	01-60	01-50	01-40	01-30
+15	01-80	01-70	01-60	01-50	01-40
+20	01-85	01-75	01-65	01-55	01-45
+30	01-90	01-80	01-70	01-60	01-50
+40	01-95	01-85	01-75	01-65	01-55

## 2.724. THE "INTELLIGENCE ROLLS:

### The "Intelligence roll"

The "Intelligence roll"					
Action difficulty level and successful dice score ranges					
Intelligence factor	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
01-02	01-05	01-04	01-03	01-02	01
03-15	01-12	01-09	01-07	01-05	01-03
16-20	01-15	01-12	01-09	01-07	01-05
21-40	01-20	01-15	01-12	01-09	01-07
41-60	01-40	01-30	01-20	01-15	01-12
61-80	01-60	01-50	01-40	01-30	01-20
81-95	01-70	01-60	01-50	01-40	01-30
96-99	01-80	01-70	01-60	01-50	01-40
100	01-90	01-80	01-70	01-60	01-50

The "Intelligence-Dexterity roll" uses the above table but applies the "Dexterity" factor modifier.

## 2.725 (2): THE DIVINE INTERVENTION ROLL:

Any character can make this roll, but it is not to be used for gaining information, wealth, etc. See the Section. A +1 is added for each level the supplicant has in the skill of Priest (or for a Shaman who summons his/her "spirit" or animal totem). It is harder to gain intervention from a Deity than from a Cohort; a +10 is added to the D100 score for the latter, but the help they can give is less. Intervention is left to the referee. A result of Retribution is interpreted as shown below. A long list of further modifiers to the Divine Intervention roll is given in the Section.

The "Divine Intervention roll"			
Basic Magical Resistance factor	Chances of divine intervention & dice scores		
	Retribution	No effect	Intervention
00-below	01-70	71-99	100
01-50	01-65	66-95	96-100
51-100	01-60	61-91	92-100
101-150	01-55	56-87	93-100
151-200	01-50	51-83	84-100
201-250	01-45	46-79	80-100
251-300	01-40	41-75	76-100
301-350	01-35	36-71	72-100
351-up	01-30	31-67	68-100

A D20 is rolled for Retribution:

Retribution	
Die score	Result
1	The worshipper and all other devotees of the same deity (including those of his/her Cohort) in the party (within about a 100 m radius) are instantly slain. The supplicant can never be revived, but his/her companions can be restored to life through the usual sorcerous means.
2	The worshipper alone is slain and cannot ever be revived.
3-10	The character loses 75 percent of his/her original stock of Body Damage Points (Sec. 2.214). If this reduces him/her below zero, he/she dies. Revivification is possible.
11-15	The character loses 50 percent of his/her original stock of Body Damage Points (as above)
16-18	The character loses 25% of his/her original stock of Body Damage Points (as above)
19	The character loses 10% of his/her original stock of Body Damage Points (as above)
20	The character is not harmed. The deity was not really very upset after all.

## 2.726. THE COMELINESS/CHARISMA ROLLS:

The "Comeliness roll"					
Comeliness	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-50	01-20	21-60	61-90	91-95	96-100
51-70	01-15	16-40	41-80	81-90	91-100
71-90	01-10	11-20	21-70	71-85	86-100
91-99	01-05	06-15	16-50	51-70	71-100
100	01-02	03-10	11-30	31-50	51-100

The "Charisma roll"					
Charisma factor	Degrees of success and dice score ranges				
	Very poor	Poor	Average	Good	Excellent
01-05	01-60	61-90	91-98	99	100
06-20	01-40	41-70	71-95	96-98	99-100
21-80	01-20	21-60	61-85	86-95	96-100
81-90	01-15	16-50	51-75	76-85	86-100
91-99	01-10	11-40	41-65	66-80	81-100
100	01-05	06-30	31-60	61-75	76-100

## 2.727. THE "SKILL SUCCESS ROLL":

The following table is used for an "easy" skill (one that costs 5 points per skill level to buy in Sec. 2.239). A "Moderately easy" skill (one that costs 10 points) is given a -5 on the score; a "Complex" skill is given a -10; and a "Difficult" skill is given a -15. A modifier of -5 is given for an Intelligence factor of 01-20; a +5 for 81-99; and a +10 for an Intelligence of 100; cf. Sec. 2.215. A minus Dexterity modifier in Sec. 2.213 gives a modifier here of -10, if the skill requires agility; a plus modifier in Sec. 2.213 adds a +5.

The 'Skill success roll'					
Type of test and scores signifying failure ("F"), accomplishment ("A"), or resounding success ("S")					
Skill level	Easy test	Harder test	Difficult test	Very difficult test	Real challenge
1-3	F: 01-30	01-40	01-50	01-60	01-70
	A: 31-70	41-80	51-85	61-90	71-95
	S: 71-100	81-100	86-100	91-100	96-100
4-6	F: 01-20	01-30	01-40	01-50	01-60
	A: 21-65	31-75	41-80	51-85	61-90
	S: 66-100	76-100	81-100	86-100	91-100
7-9	F: 01-15	01-25	01-30	01-40	01-50
	A: 16-60	26-70	31-75	41-80	51-85
	S: 61-100	71-100	76-100	81-100	86-100
10-12	F: 01-10	01-20	01-25	01-35	01-45
	A: 11-55	21-65	26-70	36-75	46-80
	S: 56-100	66-100	71-100	76-100	81-100
13-15	F: 01-05	01-15	01-20	01-30	01-40
	A: 06-50	16-60	21-65	31-70	41-75
	S: 51-100	61-100	66-100	71-100	76-100
16-18*	F: 01-03	01-10	01-15	01-25	01-35
	A: 04-45	11-55	16-60	26-65	36-70
	S: 46-100	56-100	61-100	66-100	71-100

\*The table can be progressed further for still higher skill levels. A 1% chance must always remain, however, that even a very great expert may still fail in a given task.

## 2.728. THE "PERCEPTION AND COMMUNICATION ROLLS":

Most of these have been given previously. The table for possible sightings may be useful, as may the "Language Intelligibility roll".

Automatic visibility at various distances	
Distance	Items one can see
15 km	Tall temple towers, the mass of a city lying across a flat plain
10 km	Lower towers, domes, major buildings, tall sails on a calm sea, a <i>Sákbe</i> road
4 km	Individual buildings, pylons, large gates, etc.
2 km	Low city walls or earthworks, very large animals (e.g. a <i>Sró</i> ), the glitter of armour, a line of <i>Chlén</i> carts on an open road
1,500 m	A large body of soldiers (as a dark, unbroken line), large animals (but smaller than a <i>Sró</i> : e.g. a <i>Sérudia</i> ), a single <i>Chlén</i> cart in the open
1,200 m	Individual companies or Cohorts of troops, large artillery pieces (e.g. an onager or trebuchet)
1 km	A line of fencing or other low obstructions
800 m	Some details of troop facing and formations; the arm and leg movements of marching troops
600 m	The number of files which make up a unit of troops, shield sizes, shapes, and major colours, the identity of nonhuman contingents
450 m	The heads of individuals and the shapes of their headdresses, weapon types
300 m	The ornaments on armour, the heraldry and blazoning of standards
200 m	The identities of individuals in a front rank
100 m	Facial expressions and most other non-concealed details

The "Language Intelligibility roll"					
Hearer's competence and successful dice score ranges					
Speaker's ability	Elementary	Intermediate	Advanced	Near-native	Native
Elementary	01-20	01-30	01-40	01-50	01-60
Intermediate	01-30	01-40	01-50	01-60	01-70
Advanced	01-40	01-50	01-60	01-70	01-80
Near-native	01-50	01-60	01-70	01-80	01-90
Native	01-60	01-70	01-80	01-90	—

## 2.424. COMPETENCE REWARDS:

The points given to a warrior and to a physician for success are provided in the combat play-sheets. Here the "gamed Victory Points" for a sorcerer or shaman are added, together with the points received by these characters for using non-aggressive helpful spells for their party. The skill points earned by a merchant are added also.

Gamed "victory points"							
Loser's Warrior/Assassin skill level, or "Magical Resistance factor roll," and points gained							
Winner's skill level	0-3*	4-8	9-13	14-18	19-23	24-28	29-33**
1-3	100	300	500	800	1,100	1,400	1,900
4-6	75	100	300	500	800	1,100	1,400
7-9	50	75	100	300	500	800	1,100
10-12	25	50	75	100	300	500	800
13-15	15	25	50	75	100	300	500
16-18	10	15	25	50	75	100	300
19-up**	5	10	15	25	50	75	100

\*This includes opponents with "minus" "Magical Resistance factors"; cf. Sec. 2.725.

\*\*This table may be progressed further at the same rates for still more powerful combatants.

## Sorcerer/Shaman non-aggressive spell points

Spell-casting competence points			
Caster's skill level	Type of "non-aggressive" spell cast & pts gained		
	Universal	Generic	Temple
1-3	30	60	120
4-6	25	50	100
7-9	20	40	80
10-12	15	30	60
13-15	10	20	40
16-18	5	10	20
19-up	3	6	12

## Mercantile skill points

Mercantile skill points				
Income earned during the month (in Tsolyáni <i>Káitars</i> ) and skill points given				
Merchant's skill level	1-1,000	1,001-5,000	5,001-10,000	10,001-up
1-3	100	300	500	1,000
4-6	75	100	300	500
7-9	50	75	100	300
10-12	25	50	75	100
13-15	15	25	50	75
16-18	10	15	25	50
19-up	5	10	15	25



**2.641. MOVEMENT IN BUILDINGS AND THE "UNDERWORLDS":**

Encumbrance in movement												
Percentages of encumbrance limit carried and distances*												
	0-25			26-50			51-75			76-100		
Speeds	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt
Slow	15	2	5	15	2	5	12	1	4	9	1	3
Walk	45	5	15	45	5	15	36	4	12	30	3	10
Fast walk	90	9	30	90	9	30	70	7	24	60	6	20
Run	200	20	67	150	15	50	100	10	33	90	9	30
Sprint**	—	42	14	—	—	—	—	—	—	—	—	—

  

[cont.]												
	101-150			151-200			201-250					
Speeds	Mpt	Mpr	Spt	Mpt	Mpr	Spt	Mpt	Mpr	Spt			
Slow	7	1	2	6	1	2	3	(.3)	1			
Walk	24	2	8	21	2	7	15	2	5			
Fast walk	42	4	14	36	4	12	21	2	7			
Run	60	6	20	39	4	13	—	—	—			
Sprint	—	—	—	—	—	—	—	—	—			

\* Playability demands definite limits. A character who is carrying 99 percent of his/her encumbrance limit therefore moves at the 76-100 rates, while one who is burdened with 101 percent must use the 101-150 column. The latter may hand over a few of his/her possessions to a less-encumbered individual, of course.  
 \*\*As said above, this speed can be kept up for only two combat rounds. The figure "14" is thus the number of squares traversed per combat round in this case.

**2.651. MOVEMENT FOR THE MINIATURE FIGURE SCALE:**

Movement for the miniature figure scale							
Percentages of encumbrance limit carried and distances in centimetres							
Speeds	0-25	26-50	51-75	76-100	101-150	151-200	201-250
Slow	3	3	2	2	2	2	1
Walk	8	8	6	5	3	3	3
Fast walk	14	14	11	9	6	6	3
Run	30	23	15	14	9	6	—
Sprint	63	—	—	—	—	—	—

DEFENDER'S COMBAT VALUE AND DICE SCORE RANGES TO HIT														
Attacker's Combat Value	-9 down	-8 to -6	-5 to -3	-2 to 0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30
-9 down	01-40	01-30	01-20	01-10	01-05	01-04	01-03	01-02	01*	01	01	01	01	01
-8 to -6	01-45	01-35	01-25	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01	01
-5 to -3	01-50	01-40	01-30	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01	01
-2 to 0	01-55	01-45	01-35	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01	01
1-3	01-60	01-50	01-40	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01	01
4-6	01-65	01-55	01-45	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03	01-02	01
7-9	01-70	01-60	01-50	01-40	01-35	01-30	01-25	01-20	01-05	01-10	01-05	01-04	01-03	01-02
10-12	01-75	01-65	01-55	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04	01-03
13-15	01-80	01-70	01-60	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05	01-04
16-18	01-85	01-75	01-65	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10	01-05
19-21	01-90	01-80	01-70	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15	01-10
22-24	01-95	01-85	01-75	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20	01-15
25-27	01-99	01-90	01-80	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25	01-20
28-30	01-99*	01-95	01-85	01-75	01-70	01-65	01-60	01-55	01-50	01-45	01-40	01-35	01-30	01-25

A score of 100 on the previous table denotes an accident. A D10 is rolled:

**Weapon Damage**

Table A		Table B		Table C		Table D		Table E		Table F	
Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage
1-4	1	1-3	1	1-2	2	1-2	4	1-2	5	1-2	7
5-10	2	4-6	2	3-4	3	3-4	5	3-4	6	3-4	8
11-16	4	7-9	3	5-6	4	5-6	6	5-6	7	5-6	9
17-19	5	10-13	5	7-9	6	7-9	8	7-9	9	7-9	11
20	Critical hit	14-17	6	10-12	7	10-12	9	10-12	10	10-12	12
		18-19	7	13-15	8	13-15	10	13-15	11	13-15	13
		20	Critical hit	16-17	9	16-17	11	16-17	12	16-17	14
				18-19	10	18-19	12	18-19	13	18-19	15
				20	Critical hit	20	Critical hit	20	Critical hit	20	Critical hit

  

Table G		Table H		Table I		Table J		Table K		Table L	
Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage	Die score	Damage
1	10	1	15	1	20	1	25	1	30	1	35
2-3	11	2-3	18	2-3	25	2-3	30	2-3	35	2-3	40
4-5	12	4-5	21	4-5	30	4-5	35	4-5	40	4-5	45
6-7	14	6-7	24	6-7	35	6-7	40	6-7	45	6-7	50
8-10	15	8-10	28	8-10	40	8-9	45	8-9	50	8-9	60
11-13	16	11-13	32	11-13	45	10-11	50	10-11	60	10-11	70
14-16	17	14-16	36	14-15	50	12-13	55	12-13	70	12-13	85
17-18	18	17-18	40	16-17	55	14-15	60	14-15	85	14-15	100
19-20	Critical hit	19-20	Critical hit	18-20	Critical hit	16-17	65	16-20	Critical hit	16-20	Critical hit
						18-20	Critical hit				