

Forbidden Lands Combat Guide

A guide to make combat easier for both the game master and players alike.

INITIATIVE *(Home rules for when not using a card deck)*

- Each combatant rolls 1D20 (2D20 for surprise attackers, choice of one roll).
- Ties are settled by a second roll.
- Initiative may be swapped at the beginning of a round, if combatants are close enough to speak.

ZONES

There can be many zone types which affect the locations you are fighting. Some of them are:

- Cramped:** No Swing, Heavy Weapons -2
- Rough:** Roll Move when running into zone. If fail, prone. Fleeing +1
- Open:** Fleeing -1
- Dark/Foggy:** Ranged attacks do not pass through zone AND -2.

BORDERS

Borders of zones can also come into play (for example, cliffs on one side and a mountain on another).

- Blocked:** Cannot pass on foot (wall or crag).
- Obscured:** Movement not affected, ranged attacks cannot pass through.

RANGE

Combatants move between different ranges during battle. Ranges can affect certain types of things.

	Distant		Long		(Zone Size) Short		Near		Arm's Length
Travel Turns		X		<-4->	Zone-Zone	<-1->		<-1->	
Fleeing			+1		0		-1		
Sneak Attack			+1		0		-1		-2
Ranged	-3 (Aim Req.)		-2		-1		0		-3 +3 (unarmed)

SNEAK ATTACKS

- Sneak Attack:** Attacker moves, roll sneak based on range. Success: free action + no parry/dodge.
- Ambush:** Target moves, roll based on range. +2 dice.

ROLLING FOR COMBAT

Base Dice	Skill Dice	Gear Dice
The attribute governing the skill.	The level of the skill.	Attacking: Your weapon bonus. Defending: Your armor ratings.

First success (6+) counts as a hit. Every success after adds one damage (for attacking).

| 6-7, 1 Success | 8-9, 2 Success | 10-11, 3 Success | 12, 4 Success |

Two actions per round each – FAST/FAST or FAST/SLOW. Actions reset at beginning of new round.

SLOW MELEE ACTIONS

Action	Prerequisite	Skill	Other	Dodge	Parry
Slash	Edge/Blunt	Melee		+2	
Stab	Point	Melee			Weapon: -2 Shield: +2
Punch/Kick/Bite	Unarmed	Melee			+2
Grapple	Unarmed	Melee			
Break Free	Grappled	Melee			

FAST MELEE ACTIONS

Action	Prerequisite	Skill	Other	Dodge	Parry
Grapple Attack	Grappling	Melee		N/A	N/A
Draw/Pickup Weapon					
Swing	Heavy -> Slash/Stab		Add +1 damage to attack.		
Stand Up			+2 enemy rolls while down		
Shove	Hook/Shield	Melee	If enemy STR > your STR, 2 success req.		Shield Req.
Disarm	Weapon	Melee	1H = 1 Success 2H = 2 Success Cannot disarm shield.		
Feint	Weapon can reach		Trade Initiative		
Retreat		Move	Roll to get out of arm's length. If fail, enemy gets free attack.		

RANGED ACTIONS

Attack	Speed	Rule
Ready Weapon	Fast	Doing something else other than shoot or aim requires ready weapon again.
Aim	Fast	+1 for shoot, MUST SHOOT SAME TURN
Shoot	Slow	Marksman + Gear; Parry requires shield
Parry	Fast	MUST have shield/weapon with parry + at least 2 in weapon skill.