

MELEE ATTACK

		BLOCK				COUNTERSTRIKE				DODGE				IGNORE		
DEF	▶	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀	DEF
ATTACKER	CF	BF	AF	DTA	DTA	BF	AF	D★2	D★3	BS	AS	DTA	DTA	DTA	ATTACKER	CF
	MF	DF	Block	DTA	DTA	DF	Block	D★1	D★2	DS	•	•	DTA	MF		MF
	MS	A★2	A★1	Block	DTA	A★3	A★2	B★1	D★1	A★2	A★1	•	•	MS		MS
	CS	A★3	A★2	A★1	Block	A★4	A★3	A★1	B★2	A★3	A★2	A★1	•	CS		CS

KEY	
A★	Attacker Strike
D★	Defender Strike
B★	Both Strike
AF	Attacker Fumble Roll
DF	Defender Fumble Roll
BF	Both Fumble Roll
AS	Attacker Stumble Roll
DS	Defender Stumble Roll
BS	Both Stumble Roll
Block	Weapon Damage Roll
•	Miss/Standoff
DTA	Defender Tactical Advantage
Wild	Random Hit, or WQ Roll
M★	Missile Strike

MISSILE ATTACK

		BLOCK				DODGE				IGNORE		
DEF	▶	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀	DEF
ATTACKER	CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	ATTACKER	CF
	MF	•	•	•	•	•	•	•	•	•		MF
	MS	M★2	M★1	Block	Block	M★2	M★1	•	•	M★2		MS
	CS	M★3	M★2	M★1	Block	M★3	M★2	M★1	•	M★3		CS

MISSILE EMLs

BLOCK
 LV: Shield (Full ML)
 Weapon (Half ML)
 HV: Shield (Full ML)
 Weapon (ML 05)

DODGE
 LV: Full ML
 HV: Half ML

IGNORE (LV or HV)
 Defender (No Roll)

AIMING ZONE

HIGH EML -10	MID EML +0	LOW EML -10
01 - 15	01 - 05	•
16 - 30	06 - 10	•
31 - 45	11 - 15	•
46 - 57	16 - 27	•
58 - 69	28 - 33	•
70 - 73	34 - 35	•
74 - 81	36 - 39	01 - 06
82 - 85	40 - 43	07 - 12
86 - 95	44 - 60	13 - 19
95 - 00	61 - 70	20 - 29
•	71 - 74	30 - 35
•	75 - 80	36 - 49
•	81 - 88	50 - 70
•	89 - 90	71 - 78
•	91 - 96	79 - 92
•	97 - 00	93 - 00

STRIKE LOCATION

SKULL
FACE†
NECK
• SHOULDER
• UPPER ARM
• ELBOW
• FOREARM
• HAND
THORAX
ABDOMEN
GROIN
• HIP
• THIGH
• KNEE
• CALF
• FOOT

INJURY TABLE

EFFECTIVE IMPACT				
1+	5+	9+	13+	17+
M1	S2	S3	K4	K5
M1	S2	S3	G4	K5
M1	S2	S3	K4	K5▼
♦M1	♦S2	♦S3	♦G4	♦K4
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
M1	S2	S3	G4	K5
M1	S2	S3	K4	K5
M1	S2	S3	G4	G5▼
♦M1	♦S2	♦S3	♦G4	♦K4
♦M1	♦S2	♦S3	♦G4	♦K4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼

†FACE: 01-15 Jaw 65-80 Nose
 16-30 •Eye 81-90 •Ear
 31-65 •Cheek 91-00 Mouth

•ODD Roll = Left
 •EVEN Roll = Right

MINOR Bruise/Cut/Stab	Kill/Mortal Wound
SERIOUS Fracture/Cut/Stab	▼Amputation Roll
GRIEVOUS Crush/Cut/Stab	♦Fumble or Stumble Roll

ACTION OPTIONS

REST
PASS
FREE MOVE
ENGAGE
CHARGE
DISENGAGE
RISE
GROPE
MOUNT/DISMOUNT
MELEE ATTACK
MISSILE ATTACK
GRAPPLE ATTACK
ESOTERIC ATTACK

DEFENSE OPTIONS

BLOCK (Shield or Weapon)
COUNTERSTRIKE (Use AML)
DODGE
IGNORE
GRAPPLE DEFENSE
MISSILE DEFENSE
ESOTERIC DEFENSE
OPPORTUNITY FIRE
CATCH MISSILE

MELEE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aspect & Aim

DEFENDER:

- Declare Defense

MELEE ATTACK

- Determine EMLs*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*EML Modifiers (Combat 11)

- Physical Penalty (x5)
- Special Penalty
- Aiming (-10 High or Low)
- Outnumbered (-10 per)
- Prone Opponent (+20)

MISSILE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aim Zone
- Fire and Reduce Ammo

DEFENDER:

- Declare Defense

MISSILE ATTACK

- Determine EMLs*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*EML Modifiers (Combat 16)

- Physical Penalty (x5)
- Special Penalty
- Range Modifier (0/20/40/80)
- Aiming (-10 High or Low)
- Target Size
- Weather (-10 to -40)

ARMOUR PROTECTIVE VALUES

MATERIAL	Blunt	Edge	Point	Fire
CLOTH/HAIR	1	1	1	1
QUILT/FUR	5	3	2	4
LEATHER/HIDE	2	4	3	3
KURBUL	4	5	4	3
RING	3	6	4	3
MAIL	2	8	5	1
SCALE	5	9	4	5
PLATE	6	10	6	2

Squeeze = Blunt

Bite = Point

Tear = Edge

Frost = Fire

ARMOUR LAYERS

	B	E	P	F
Quilt+Cloth	6	4	3	5
Leather+Cloth	3	5	4	4
Leather+Quilt	7	7	5	7
Leather+Quilt+Cloth	8	8	6	8
Kurbul+Cloth	5	6	5	4
Kurbul+Quilt	9	8	6	7
Kurbul+Quilt+Cloth	10	9	7	8
Ring+Cloth	4	7	5	4
Ring+Quilt	8	9	6	7
Ring+Quilt+Cloth	9	10	7	8
Mail+Cloth	3	9	6	2
Mail+Quilt	7	11	7	5
Mail+Quilt+Cloth	8	12	8	6
Mail+Leather	4	12	8	4
Mail+Leather+Cloth	5	13	9	5
Mail+Leather+Quilt	9	15	11	9
Mail+Leather+Quilt+Cloth	10	16	12	10
Mail+Kurbul+Cloth	7	14	10	5
Mail+Kurbul+Quilt	11	16	11	8
Mail+Kurbul+Quilt+Cloth	12	17	12	9
Mail+Plate+Cloth	9	19	12	4
Mail+Plate+Quilt	13	21	13	7
Mail+Plate+Quilt+Cloth	14	22	14	8
Mail+Plate+Leather	10	22	14	6
Mail+Plate+Leather+Cloth	11	23	15	7
Mail+Plate+Leather+Quilt	15	25	16	10
Scale+Cloth	6	10	5	6
Scale+Quilt	10	12	6	9
Scale+Quilt+Cloth	11	13	7	10
Plate+Cloth	7	11	7	3
Plate+Quilt	11	13	8	6
Plate+Quilt+Cloth	12	14	9	7

Armour Protection: The impact reduction given by various materials, according to Strike Aspect. If multiple layers are worn, impact reduction is cumulative. Common armour combinations are given to speed play.

Superior/Inferior Armour: Protective values shown apply to Standard Quality (+0) materials. Modify for armour quality. For example, if a +2 Hauberk is one of the layers struck, ALL reduction values are +2. For *Enchanted Armour*, add +1 per level of enchantment.

☐ **Flammable Armour:** Cloth and Quilt may ignite (50% chance) when Fire Impact (before Armour Reduction) is 13+. If this occurs, victim takes M1 (Cloth) and S2 (Quilt) burn injury for the next three Combat Turns, unless the fire is extinguished.

MISSILE DATA TABLE

WEAPON	SHORT	MEDIUM	LONG	EXTREME
	Hexes/Imp	Hexes/Imp	Hexes/Imp	Hexes/Imp
	EML +0	EML -20	EML -40	EML -80
Shortbow	20/6	40/5	80/4	160/3
Longbow	25/8	50/7	100/6	200/5
Hartbow	30/9	60/8	120/7	240/6
Crossbow	20/8	40/7	80/6	160/5
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/2
Staff-Sling	25/5	50/4	100/3	200/3
• Taburi	4/4	8/3	16/2	32/2
• Shorkana	3/5	6/4	12/3	24/3
• Javelin	8/7	16/6	32/5	64/4
• Spear	6/8	12/7	24/6	48/5
Melee Weapon	2/100%	4/100%	8/50%	16/50%