



- FORWARD -

Combat TN: 6 Order: 1st Type: Close Combat

Combat Task: Challenge Adversary

By challenging an opponent you increase your chance to Wound them (rolling the Feat Die twice and keeping the best result); and in turn risking the same.

Combat Task: Intimidate Foe

You may choose to not attack but attempt to display your prowess and fierceness; reducing the Hate points of specific Adversaries by varying degrees on a successful **Awe** or **Battle** test.

Combat Task: Two-weapon Attack

Using one primary and one secondary weapon, a first attack is made with the primary weapon. If the attack is successful, it is followed by another attack using the secondary weapon skill which must target the same adversary. The TN to hit the hero is reduced by a value equal to the sum of the Encumbrance scores of the weapons wielded.

Combat Task: Escape Combat

At the end of their round a player-hero may attempt an **Athletics** test to escape. A great or extraordinary success is needed if the hero was engaged by multiple opponents. If the escape attempt fails, the acting hero remains engaged and cannot attack when his next turn to act comes.

Called Shots (Non-weapon Specific)

A number of Close Combat Called Shots, independent of weapon group type, may be selected by the player-hero:

- Holding Back: no piercing blow results
- Pummelling Attack: unbalance their opponent
- Savage Blow: additional endurance loss
- Swift Strokes: attack two engaged foes



- OPEN -

Combat TN: 9 Order: 2nd Type: Close Combat

Combat Task: Enhearten Comrades

You may elect not to attack, but instead try to inspire your comrades using **Inspire** or **Song**; where successful helping them ignore the effects of being Wounded as long as they are not Wounded for a number of rounds.

Combat Task: Rally Comrades

You may elect not to attack, but instead try to bolster the hearts of your comrades, healing Endurance points loss, in varying amounts when succeeding at an **Inspire** or **Song** test.

Combat Task: Sudden Attack

An unengaged companion may attempt a Sudden Attack against a foe currently engaged with another companion. The companion must first test their **Stealth** skill; if successful they may then attack the adversary adding to the roll a number of bonus Success dice based on the success of the Stealth roll.

Combat Task: Escape Combat

At the end of their round a player-hero may attempt an **Athletics** test to escape. A great or extraordinary success is needed if the hero was engaged by multiple opponents. If the escape attempt fails, the acting hero remains engaged and cannot attack when his next turn to act comes.

Called Shots (Non-weapon Specific)

A number of Close Combat Called Shots, independent of weapon group type, may be selected by the player-hero:

- Holding Back: no piercing blow results
- Pummelling Attack: unbalance their opponent
- Savage Blow: additional endurance loss
- Swift Strokes: attack two engaged foes



- defensive -

Combat TN: 12 Order: 3rd Type: Close Combat

Combat Task: Defend Companion

Declare a single other player-hero in either Open or Forward stance. When that hero is attacked by a foe, you may spend a point of Hope, becoming the target of the attack.

Combat Task: Full Defence

A companion carrying a shield, or fighting with a onehanded, close combat weapon in each hand, may forfeit their attack but raise their Parry rating by an amount equal to the Encumbrance rating of the carried shield, or of the weapon with the highest Encumbrance score among the two they are wielding. If the Encumbrance rating was modified by a Quality, use the original Encumbrance rating of a weapon or shield type.

Combat Task: Stand Ground

If using a two-handed weapon and spending one point of Hope, all melee attacks against you roll the Feat Die twice and keep the worse result.

Combat Task: Escape Combat

At the end of their round a player-hero may attempt an **Athletics** test to escape. A great or extraordinary success is needed if the hero was engaged by multiple opponents. If the escape attempt fails, the acting hero remains engaged and cannot attack when his next turn to act comes.

Called Shots (Non-weapon Specific)

A number of Close Combat Called Shots, independent of weapon group type, may be selected by the player-hero:

- Holding Back: no piercing blow results
- Pummelling Attack: unbalance their opponent
- Savage Blow: additional endurance loss
- Swift Strokes: attack two engaged foes



- REARWARD -

Combat TN: 12 Order: 4th Type: Ranged

For each rearward hero, two heroes must be in close combat. In order for any hero to be rearward, the company cannot be outnumbered more than 2 to 1

Combat Task: Harry Foes

On a successful attack, a number of enemies based on the quality of the success are successfully hindered by the rain of arrows. Such an attack does not cause direct damage to the adversaries in question but allows others to hit them more easily.

Combat Task: Prepare Shot

Spend an entire round preparing a ranged attack, and get a clearer shot the following round. If you then succeed in a ranged attack during the following round, you are considered to have successfully achieved a Called shot.

Combat Task: Seek a Mark

From your vantage point you may forego your attack in order to uncover an opponents' weakness. If the **Awareness** or **Battle** roll succeeds then, for a number of rounds based on the success of this roll, the target of any ranged attack you make is considered to be severely hindered against such attacks.

Combat Task: Escape Combat

A hero who spent his previous round in a Rearward stance may flee the combat zone at the beginning of a round. No roll is required to do so.

Called Shots

A number of Called Shots may be selected by the player-hero:

- Pierce: attack results in a piercing blow
- Rain of Arrows (bow only): if the attack against the first adversary is successful then the result is compared against a second target and if successful causes damage to it too