



- FORWARD -

Combat TN:
6

Order:
1st

Type:
Close Combat

Stance Specific Called Shot: Savage Blow

This called shot may be attempted to inflict greater harm on the opponent in question by increasing the amount of Endurance lost in the attack by an extra amount equal to your Body attribute rating.

Combat Task: Break Enemy Lines

Using this combat option you may attempt an **Athletics** test in order to burst through the enemy lines to attack any ranged attackers.

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** test.

Other Tasks

A character may, in specific situations perform a number of other actions available to them:

- Retrieve Weapon: use **Battle** skill
- Escape Combat: use **Athletics** skill



- OPEN -

Combat TN:
9

Order:
2nd

Type:
Close Combat

Stance Specific Called Shot: Swift Strikes

When engaged with two or more foes you may attempt to attack any two of them; the first attack needs to succeed in order for the second to be attempted.

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: Hinder Enemy

Instead of attacking, you may harass and hamper an opponent using your **Battle** skill; upsetting their attacks (no Called Shots) and weakening their ability (cannot spend Hate) until your next turn.

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.

Other Tasks

A character may, in specific situations perform a number of other actions available to them:

- Retrieve Weapon: use **Battle** skill
- Escape Combat: use **Athletics** skill



- defensive -

Combat TN:
12

Order:
3rd

Type:
Close Combat

Stance Specific Called Shot: Holding Back

Not wishing to wound or kill your opponent you can hold back and refrain from administering potentially deadly blows (no piercing shots).

Combat Task: Defend Companion

At the beginning of the combat round, after stances have been chosen, 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: Evasive

Opting out of any form of offense; using your **Athletics** skill you present a strong defensive posture, increasing your Parry rating.

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.

Other Tasks

A character may, in specific situations perform a number of other actions available to them:

- Retrieve Weapon: use **Battle** skill
- Escape Combat: use **Athletics** skill



- 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: 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: Taunt Enemy

Instead of making an attack, using **Riddle**, this combat task allows you to distract and confuse an adversary who is attacking somebody other than yourself.

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.

Other Tasks

A character may, in specific situations perform a number of other actions available to them:

- Retrieve Weapon: automatically successful
- Escape Combat: automatically successful if you spent the previous round in Rearward stance