

MELEE ATTACK

		BLOCK				COUNTERSTRIKE				DODGE				IGNORE			KEY
DEF ▶		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀ DEF	A★ Attacker Strike	
ATTACKER	CF	BF	AF	DTA	DTA	BF	AF	D★2	D★3	BS	AS	DTA	DTA	DTA	ATTACKER	CF	D★ Defender Strike
	MF	DF	Block	DTA	DTA	DF	Block	D★1	D★2	DS	●	●	DTA	A★1		MF	B★ Both Strike
	MS	A★2	A★1	Block	DTA	A★3	A★2	B★1	D★1	A★2	A★1	●	●	A★3		MS	AF Attacker Fumble Roll
	CS	A★3	A★2	A★1	Block	A★4	A★3	A★1	B★2	A★3	A★2	A★1	●	A★4		CS	DF Defender Fumble Roll
																	BF Both Fumble Roll

MISILE 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	MISILE EMLs		BLOCK		DODGE	
	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						

MISILE 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)

		Block	•	DTA	Wild	M★
		Weapon Damage Roll	Miss/Standoff	Defender Tactical Advantage	Random Hit, or WQ Roll	Missile Strike

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

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%

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.