**MythWrack, compressed combat for Mythras & D100 RPGs.**

Houserules for The Design Mechanism’s Mythras RPG [http://thedesignmechanism.com/](http://thedesignmechanism.com/downloads.php)   
MythWrack is not affiliated with, sponsored, or endorsed by The Design Mechanism.   
Author:[**bilharziaeetes@gmail.com**](mailto:bilharziaeetes@gmail.com)with a lot of help and contributions from Raleel and others. **Mythras Discord:** [**https://discord.gg/mythras-469341944888164352**](https://discord.gg/mythras-469341944888164352)

**Updated frequently. Comments are open.**

## How do these houserules change the game?

No more confusion between Turns, Cycles, Rounds.

Combat takes place within a Round, with no sub-round cycles.

The use of Special Effects, especially defensive SEs, are increased.  
“Draw” results, where nothing happens to either combatant, are reduced.  
The difference between 3 Action Point and 2 Action Point characters is reduced.

Higher Initiative attack advantage is reduced. Faster acting combatants do not get more attacks than their slower acting opponents if their action points are the same.

Using Opposed Roll resolution increases Offensive and Defensive special effects which makes combat deadlier and faster.

Stalemates between highly skilled opponents are much reduced.

Movement is dramatically simplified by replacing movement by metre with described movement.

Theatre of the Mind is better supported.

Ranged weapon modifiers are simplified.

Ranged fighters are more on a par with melee fighters since reloading is usually contained within a single turn alongside an attack. No more “I guess I am just reloading ... again” player turns.  
“Boss Battles” or opponents with high action points have better defence versus a party without having overwhelming offensive power or impenetrable defences themselves.

## Combat System Changes

1. Combat is measured in 5 second Rounds. *There are no turn cycles.*
2. There are 4 types of action: **Major, Minor, Reactive and Free actions.**
3. Only **1 Major action per 3 action points** total each Round is allowed.
4. Where *turns* are counted in core Mythras for timings, *actions* are now counted.
5. Melee combat uses both Differential and Opposed Rolls to resolve exchanges between attacker & defender.

## **Rounds & Actions**

There is no change to calculating action points or initiative.

**On a character’s initiative they take their turn, *this is the only time when Major and Minor actions may be used*.** A character may make as many actions as they like on their turn.

Reactive actions are taken in response to a threat at any time.

Free actions may be taken at any time in the Round.   
  
Major, Minor and Reactive actions cost one action point to take.

## 

## **Action Types - Major, Minor, Reactive, Free**

A character is allowed a maximum of ***one Major action for every 3 action points*** or fraction thereof that they have per round.

Taking a Major action uses one action point. You may choose to spend all your action points on Minor actions and not make any Major actions, or reserve all your action points for Reactive actions, but you may only take one Major action per 3 of action points you have in total, and only on your Turn initiative.

*Example: A character with 4 action points may take 2 Major actions and 2 Minor actions per Round, or 1 Major action and 3 Minor actions, or 4 Minor actions.* (Note that 3 AP is the maximum a non-enhanced human can have, but action point increases are possible with magic).

### **Major actions:** Attack, Counterattack, Cast Magic, Struggle

### **Minor actions**: Brace, Break Engagement, Delay, Dither, Hold Magic, Mount, Outmanoeuvre, Prepare Magic, Ready Weapon, Regain Footing, Take Cover, Reload, Feint.

### **Reactive actions**: Counter Spell, Evade, Interrupt, Parry

### **Free actions**: Assess Situation, Drop Weapon, Signal, Speak, Use Luck Point, Ward Location.

In the case of Minor actions which are opposed (Outmanoeuvre, Regain Footing), it requires an action point to oppose.

**New Actions**

**Minor Actions:**

**Feint**

You attempt to put your opponent off, causing their next attack or defence (you choose which) to be one grade Harder if you win the opposed skill test against them.  
Make a successful *Deceit* or *Influence* roll, opposed by your opponent’s *Insight.*

Note that using a Feint costs an action point, but opposing a Feint costs none.

## 

## **Spot Rules**

### Fatigue Checks

Everyone makes Endurance skill checks for fatigue *at the start of every 5th Round,* the Constitution characteristic has no effect.

Ie. Check at the start of Round 5, Round 10, Round 15 and so on.

## **Special Effect changes when using MythWrack Rounds:**

### Flurry & Remise

Allows for an immediate follow-up attack as an additional Major action, it will cost an action point to make the attack, and the attack has one level of difficulty penalty. This allows a character to break the “only one Major Action per round” rule.

### **Entangle**

Note, the follow up action on this is a Major action.

### **Impaled Weapons**

If your weapon is impaled in an opponent you must use a Major action to remove it from them. Conversely, if you are impaled by a weapon, you may use a Minor action to attempt to remove it.

### Pin Down (firearms)

This does not prevent a Major action, or even an attack, just exposing oneself to enemy fire.

### Overextend Opponent

This prevents the opponent from using a Major action *against that attacker* on their next turn.

### Press Advantage

This prevents the opponent using a Major action *against that attacker* on their next turn.

### Blind Opponent

For the remainder of this Round and next Round any skill using vision becomes Herculean difficulty.

**Bleed**

Fatigue loss happens in the Book-keeping phase of *every odd-numbered Round.*

**When using Range Bands:**

### **Disarm**

The weapon gets flung somewhere in the *Scene* position, based on the strength of the hit and the description of the location. GM adjudicates exactly where this is.

**Bash,** *special effect*

The combatant using the Bash should say how they are using the Bash, given the scene description from the GM.A combatant who has been knocked away from their attacker back through Bash or other means is considered out of contact. If the scene suggests it, they may be knocked into an obstacle which requires a Hard *Athletics* or *Acrobatics* roll to avoid falling Prone.

## **New Special Effects** *(Untested)*

### Defensive Stun

The defender parries in such a way that they stun their attacker. The attacker rolls an opposed test of their Endurance against their own attack roll. If they fail, they lose an action point in the next Round.

## 

## **Opposed Rolls Combat**

The change here is that melee exchanges are resolved as a special Opposed Roll test. This means there are fewer instances of a “null” result, where both combatants succeed (usually a successful attack and successful parry). Since Major actions are now limited in number, defenders are more likely to use Reactive actions in parries and so generate defensive special effects.

On the attacker’s Turn initiative, using a *Major action*, they roll their Combat Style.

If the Defender wishes to, and if they have action points to spare, the Defender rolls their Combat Style as a *Reactive action* using a parry. The attack and parry rolls are compared as an Opposed Roll, whoever gets the highest successful roll wins the opposed test.

**The attacker succeeds in their roll and the defender fails their parry**

The attacker gains a special effect, and determines damage caused and hit location.   
*This is unchanged from the core rules.*

**The attacker wins the opposed test but the defender succeeds in their parry**

The defender protects themselves from damage using the core rules in the usual way (ie. parrying weapon is compared to attacking weapon size), however the attacker also gains a Special Effect against the defender.

**The attacker succeeds in their attack but loses the opposed test**

When the defender succeeds their parry and wins the Opposed Roll the defender may apply a defensive special effect even if they are hit and damaged by the attacker.

**The attacker fails in their attack and the defender succeeds with their parry**

The defender may apply a defensive special effect.

*This is unchanged from the core rules.*

*Using this system a Special Effect may always be generated if at least one side is successful. It is possible that both will fail and in that case no hit or Special Effect is generated as per RAW.*

\*Note: ***Some*** special effects may only be chosen if a level of success difference is generated.

See next page

## Opposed Rolls Special Effects

All these Special Effects are legal to attempt when using Opposed Rolls Combat:

**Offensive:**  
Bash, Close Range, Damage Weapon, Disarm, Duck Back, Entangle, Feint, Force Failure\*, Rapid Reload, Remise.

**Defensive:**  
Arise, Close Range, Damage Weapon, Disarm, Entangle, Feint, Open Range, Prepare Counter, Slip Free\*, Stand Fast, Withdraw.

## **Special Effects Exceptions**

Some special effects **may only be used** if there is at least one level of success difference generated by the combatant using the special effect.

**These exceptions are:**

Bleed

Compel Surrender

Drop Foe

Impale

Overextend Opponent

Pin Down

Press Advantage

Take Weapon

Trip Opponent

Sunder

***Effectively these Special Effects are used as per standard Mythras rules.***

Critical-only Special Effects are still critical-only as per standard Mythras.

## 

## **Movement**, **Position and Action in Combat**

**MythWrack** imagines combat in terms of Scenes, as in a film, television or comic book drama. During a combat encounter, PCs, NPCs and creatures may have *Positions* of: in the *Scene*, *Outside* the Scene, *Away* from the Scene, or *Distant*.

On a player’s Initiative Turn, they declare their Gait, move and take any Major or Minor Actions.  
Free actions are taken at any time, Reactive Actions are taken in response to another action.

Movement inside Positions does not cost any action points.

**Moving in a Combat Round**

At the start of your Turn, the player declares their Gait and either Stands, Walks or Runs.

| **Gait** | **Description** |
| --- | --- |
| **Stand** | Resisting Trips is *Easy.* Gain the benefits of the Braced action when Standing. May not move unless they are Engaged and they choose to follow their opponent’s move. |
| **Walk** | Move to any location within the *Scene*, including into *Contact* melee.  No skill penalties. |
| **Run** | Move across 1 range boundary (eg. *Scene* to *Outside*, or *Outside* to *Away*)  All skills at Hard penalty. |

**Note:** It is *not possible* to use the *Walk* gait to move across a range band boundary, *Run* must be used, with the listed penalties, even if the character is considered to be “walking” the penalty still applies to skill usage that Round.

| **Position** | **Description** |
| --- | --- |
| **Contact** | When two or more are engaged in melee. |
| **Scene** | In the immediate scene, *eg. inside a tavern, a forest clearing, a small cave.* |
| **Outside** | Outside of the scene, *eg. outside the tavern, in the trees around the clearing.* |
| **Away** | Away from the scene, *eg. on a hill overlooking the scene.* |
| **Distant** | Beyond combat range. |

**Charging**A charge may only be made *from Outside into Contact* melee, or *Outside into Scene* if attempting to charge past the target while making an attack. Skill penalties are at Hard for the Round in which a charge is being made.

A Gait of *Run* must be used.

**Moving to *Distant***

Note that once a combatant has moved to Distant, they are considered to have *fled the scene* and they may not return until the combat is over.

## Engagement and Breaking Engagement

### Engagement

Engagement is defined when two enemy combatants are in “Contact” range. Once engaged, combatants may not freely move out of engagement. A combatant may effectively “drag” their opponent around a Scene, but only through breaking engagement, and subsequently allowing their opponent to re-engage.

**Using Evade**

A combatant does not go prone when using the Evade skill to break engagement.

### Breaking Engagement

Once engaged, engagement may be broken by:

1. Using the “Withdraw” special Effect.
2. Getting Bashed out of Contact by their opponent or other attack or force.
3. Using the Break Engagement Minor Action.

A combatant who wishes to break engagement may do so on their turn by using the Break Engagement Minor Action. The following assumes their opponent attempts to prevent them leaving by spending an action point. If their opponent does not oppose them (and not spend an action point), treat the Engagement-break as a success (see below).

The combatant rolls their Evade Vs their opponent’s Combat Style in an opposed check.

**Success:**

If the opposed check is successful Engagement is broken and they may relocate in the scene.

**Failure:**

If the opposed check fails, the combatant may choose to *flee* or *stay*. If they choose to *stay*, there are no further consequences and engagement remains in place.

If they choose to *flee* they are treated as if their opponent has hit them in a successful attack, with special effects and possible injury generated as normal. As long as the combatant is still able to move after getting hit, they have broken engagement and may relocate in the scene.

# **A Note on Reach**

MythWrack does not change anything with the optional Reach rules, although if you use them, it should not be too difficult to incorporate into these rule changes.

## Ranged Weapon Bands

These Range Bands should match up to the same ranges that the GM has decided for the encounter.

| **Max Range** | **Ranged Weapons** |
| --- | --- |
| **Contact** | **Melee weapon range.**  Ranged weapons may not be used while in contact, with the exception of modern pistols, which have a Hard penalty and may be parried. |
| **Scene** | Dagger, dart, net, muff pistol, blunderbuss. [Choose Location\*],hatchet, spear, |
| **Outside** | Javelin, discus, bolas, blowgun, flintlock pistol. |
| **Far** | Bows, crossbows, slings, flintlock musket, flintlock rifle, all modern firearms. |
| **Distant** | Siege weapons, cannon, modern rifles. |

**Ranged weapons may hit targets within their band or closer.**

\*Choose Location for all ranged weapons is only available at “Near” range *except* for modern *sighted* firearms which can use “Choose Location” at any range. Atlatls allow for darts to be thrown at Medium range, as well as increase their Force. They only increase the Force on javelins.

**Ranged Weapon Combat Style Skill Adjustments**

The Difficulty of hitting a target increases with range. The Size of the target also comes into play:

| **Combat Style Ranged Distance Penalties** | | | |
| --- | --- | --- | --- |
| Target is: | SIZ **10 or under** | **SIZ 11-20** | SIZ **over 20** |
| **Scene** | 1 Step Harder | **No effect** | 1 Step Easier |
| **Outside** | 2 Steps Harder | **1 Step Harder** | No Effect |
| **Far** | 3 Steps Harder | **2 Steps Harder** | 1 Step Harder |

## Managing Combat Scenes

The descriptive *Positions* and *Ranges* are designed to be used in typical combat situations - ie. small encounters within a single scene, at modest ranges.

Outside of these typical combat encounter scenes, the players and GM will have to interpret movement and ranges as makes sense for their situation.

For example, a purely ranged encounter between two groups may happen, with both groups starting at “Far” range to each other. In this case both sides may snipe at each other with ranged weapons while melee combatants from each side charge into contact. The GM adjudicates where, when and how such a melee clash meets according to the situation. In this particular case, the melee combatants would charge into contact ending up in the “Scene” Position, with the ranged combatants at two separate “Outside” Positions.

## Examples

### High Action Points

*Noor uses sorcery to raise her Action Points to 4, (Enhance INT and Enhance DEX) she can now take* ***two Major actions*** *on her initiative.*

*Later in the campaign Noor improves her sorcery skills so that she has 6 Action Points, her Major actions remain at 2 but she has 4 Minor actions available.*

*If Noor increased her Action Points to 7, she could make 3 Major actions and 4 Minor actions.*

### Reloading

*Chadi is using a heavy crossbow against Noor who is closing in on her, she looses a bolt at Noor and then starts reloading. Reloading takes 4 actions.   
In Round 1 Chadi uses one Major action to shoot a bolt and 2 Minor actions to reload.   
In Round 2 Chadi uses her 2 Minor actions to complete reloading, and then looses her second bolt using her Major action on her Turn initiative.*

### Magic

*Voz (2 Action Points) the sorcerer is casting Wrack at his rival, Zandari and his group. It will take Voz 3 actions to cast the spell, in Round 1 he spends 2 Minor actions using “prepare magic”, readying the spell for the next round.*

*Voz’s rival Zandari (3 Action Points) is casting a group Teleport spell which also takes 3 actions, he uses 2 Minor actions as “Prepare Magic” and his 1 Major action “Cast Magic” to cast Teleport, he disappears on his initiative in Round 1 leaving Voz in Round 2 looking at thin air.*

**Combat**

*Wulf attacks with his 2H Longsword (75% combat style), he rolls a 56, a success.*

*Cuthbert will attempt a parry (60% combat style), he rolls a 42, also a success.*

*Cuthbert made his parry but he lost the opposed test since he rolled 42, which is less than 56.*

*Since Cuthbert is parrying with his Broadsword, which is one size smaller than the Longsword (Large Vs Medium), half the damage will get past his parry.*

*Wulf also gets to choose and apply a special effect in addition to the attack damage.*

### Multiple Actions on a single Turn

*A character may take as many actions on their Turn as they have remaining Action Points left as long as they keep to the Major Action restriction. Actions may be taken in any order.*

*For example, the adventurer Saddiqi (3 Action Points) who in the previous Round was thrown from his horse, on his Turn he stands up (Regain Footing, minor action), draws his scimitar (Ready Weapon, minor action), casts Fireblade on his blade (Cast Magic, major action).*

## (Old options) Combat Round Phase Order

The first two phases should get resolved *very quickly*, Bookkeeping takes a few seconds. Try to keep Movements discussion and statements to under 30 seconds at the most. Players do their own bookkeeping and assist the GM. The Action Phase is where most of the combat time is spent.

After initiative has been rolled, each combat Round is structured in this order:

1. **Bookkeeping Phase**

**Fatigue** is checked at the start of Round 5, and every 5th Round thereafter with an Endurance roll.

**Action Points** are refreshed.   
 *Note that Action Points are not carried over or saved between Rounds.*

**Timed effects** are checked - such as Bleeds.   
   
 Fatigue loss happens in every odd-numbered Round after a Bleed is inflicted.

1. **Movement Phase**

Everyone involved in the combat may move unless physically constrained or Engaged in melee.

**Reverse Initiative Order**

Movement happens in *reverse initiative order*.

The lowest initiative character states whether they are **Standing**, **Walking**, or **Running.**If they have chosen to *Walk* or *Run* they say where they are going, based on the Scene.

Then on up the initiative order.

**Choosing a Gait.**

In the Movement phase, each character must choose a Gait - **Stand,** **Walk**,or **Run**.  
Choosing to Stand means the character may not move themselves. Engaged characters may only Stand. A standing character may not move themselves into Contact within the Scene, although they may come into Contact through another’s actions or movement.

**Intercepts**

A higher initiative may choose to interrupt a lower initiative move by making an intercept. The result of this intercept must wait until combat results are dealt with.

1. **Action Phase**

The Combat Round then proceeds in initiative order, highest first to lowest last.

On a character’s initiative, they may take their Turn.