Realistic epic medieval combat System or REMCS, pronounced remix, first person table top combat system which is designed to emulate the chaotic in fast-paced nature of fantasy and medieval fighting.

The system
In REMCS, combat is broken into rounds. Each combatant takes two turns every round. When a combatant takes a turn, they are the initiating combatant and may perform actions including attacking or tripping an opponent, picking up a weapon, or mounting a horse. The order in which the turns happened is determined randomly by drawing names from a hat. The initiating combatant has the greatest control over what happens on their turn. But to emulate the rapid give-and-take of melee combat REMCS allows other combatants to act as well. If directly targeted by the initiating combatant's actions, a character may respond using their reactions. Reactions might include parrying a sword swing, blocking with a shield, or taking cover from a fireball.

Combat Statistics
Combat statistics describe a combatants skills in combat. They determine what kind of tasks a combatant is most likely to succeed add. The combat statistics are movement speed initiative reactions attacks Perry damage armor health dodge and Perry. And are described below.

Initiative.
Initiative is simply describes how quickly a combat is to react to certain situations unexpected. A combat and sensitive is equal to their agility Plus they are awareness maybe.

✦ **Attack Roll:** [Weapon Skill + Weapon Attribute vs Opposition].

✦ **Damage Roll:** [Weapon Skill + Weapon Attribute + Weapon Damage vs Armor]. *Excess successes reduce targets health.*

Rounds Terns and Initiative
When combat begins each combatant places a number of slips of paper equal to their initiative into a hat or other container. A single slip is drawn from the hat to determine which combatant acts first. After their turn is complete a second slip is drawn to determine the second combatant and so on. A full round consists of drawing slips from the hat until each combatant has had two turns.

A combatants turn begins when their name is drawn from the hat. On a combatants turn it may perform a single action followed by a variable number of reactions. A combatant may only spend its movement on its own turn and may spend this movement before and after its action.

Sequence

Actions in Combat
A combatant may perform one action on their turn. Actions usually allow combatant to initiate a sequence of events. Actions might include anything from drawing a weapon or attacking an opponent, to picking something off the ground, pulling a lever or drinking a potion. Actions allow characters to perform tasks that take approximately two seconds to complete. To complete something that would take longer more actions or a double action is required. While the number of possible actions that are possible in combat are endless and only truly limited by the players imagination a number of common actions are presented below.

BASIC ATTACK
The Basic Attack is the fundamental action of combat. In REMCS as long as the attacker has some training in the weapon, attacks always hit their target unless the target spends a reaction to oppose the attack, see reactions below. If the attack is opposed a successful attack check must be made against the opposition in order for the attack to hit. This means that combatants who have spent all their reactions are sitting ducks. If an attack hits its target attacks affect takes place. Basic Attacks may only be made against combatants within range: 2 meters for

melee weapons or 4 meters if Long, up to 8 meters with thrown weapons, and 100 meters with Ranged weapons. While hitting an enemy to cause damage is very common other Basic Attacks are possible. A number of options are listed below.

Melee Attack: On a hit, roll damage against the targets armor. The targets health is reduced by the number of excess successes.

Shove Kick or Trip: Shove and adversary back 10 feet provoking Free Attacks and staggering them until their next turn or knock them to the ground. Attack rules are made with brawling and usually agility (trip) or athletics (shove), but depends on how exactly the attack is tempted. The opposition could be a dodge or a combination of *Brawling, Athletics* and *Agility*.

Reckless Attack: A Reckless Attack is simply a Basic Attack, as described above, except that any attack or damage roll that is required as part of the reckless attack is made with advantage. Making a Reckless attack leaves the attacker staggered until its next turn. Combatants may not make reckless ranged or thrown attacks.

Ranged Attack: Unlike melee and thrown attacks ranged attacks do not always hit their target. A successful [*Attack* vs *Moderate*] is required to hit a median creature at a distance less than 30 meters. Every additional 30 meters increases the Check difficulty by one rank. If the target opposes the attack, which ever is greater is used as the opposition.

Draw or sheath a weapon
Retrieving or stowing an item, including drawing or sheathing a weapon requires an action. Dropping an item can be done for free and drawing a short weapon can also be done for free.

Interact
Interacting with the environment often requires an action. Examples include pulling on a lever, pushing a boulder, knocking over a cauldron, or flipping a table. Sometimes this might require a check.

Stand up
Standing up from being prone requires an action.

Move
An action can be used to increase a combatants remaining movement for the round by its movement speed.

Pass
A combatant may choose not to preform an action during its first turn in a around, instead saving it so that it may perform two actions in its second turn. Any saved actions are lost at the end of each round. Combatants may not save actions for use in subsequent rounds.

Defense

Prepare
Combatants may spend their actions to prepare themselves. Instead of performing an action they increase their remaining reactions by one.

Reactions
Reactions are the way in which combatants respond to opponents' and sometimes even their own actions. A reaction might be parrying an attack with your sword or blocking with a shield. Excepting Free Attacks, reactions may only be performed when a combatant is affected by an adverse event. Being assisted by an ally does not allow for a reaction. Event that allow for reactions include being directly targeted by or in the AOE of an opponents attack, or being affected by a natural event such as a landslide. When a triggering event occurs a character may choose to spend one of his reactions to take a reaction or not. If a combatant has no remaining reactions for the round it may not make reactions. Spent reactions are regained at the beginning of each round of combat. The following is a list of some possible reactions and their trigger.

Reacting to an Attack
When a combatant is attacked it may respond with a reaction. Possible reactions to an attack are listed below.

Oppose (Perry or dodge): when attacked a combatant may spend a reaction to attempt to Perry or dodge the attack. To Perry the defending combatant opposes the attack role with its own attack roll. To dodge the defending combatant opposes with agility plus awareness. Either way, if the defender is successful, the attack misses and no damage is dealt, as usual ties go to the combatant who initiated the event: the attacker. When parrying or dodging it is very hard not to give ground. A defending character must move back 5 feet when it attempts to perry or dodge. The attacker must also move forward 5 feet to stay within melee range. This movement does not provide free attacks and does not subtract from either combatants remaining movement for the round. If the defending combatant cannot move back it takes disadvantage on its Dodge or Perry. A successful Perry or dodge allows for a repost, see Free attacks.

Blocking: If a combatant possesses a suitable item, such as a weapon or a shield, they may attempt to absorb the impact of an attack. The attack automatically hits but the combatant may add is Athletics to its armor its armor value.

Eye for an Eye: A combatant may choose to simply take a hit and hit its adversary back. The initial attack automatically hits but the attacked combatant may make a basic attack against its attacker. While the second attack may be reacting to by its target, it is enough on the heels of the first attack that if the first attack proves lethal the second attack still proceeds as usual.

Hit the deck: when attacked a combatant may choose to spend its reaction to drop prone.

Free Attacks
Free attacks are simply basic attacks they can be made using reactions. They are also one of the few reaction that is not only provoked by an adverse event. A combatant may spend a reaction to make a free attack against any opponent that tries to leave melee range without first disengaging. Making a long ranged attack also provokes opportunity attacks from combatants within Melee Range. Lastly after successfully parrying or dodging and opponents attack a repost can be made. The defending combatant may spend a reaction to make a free attack against its attacker.

Offhand
After a successful attack be it basic attack, full action attack, or free attack, a combatant may strike with a weapon in its off hand using a reaction. Attacks with an offhand have disadvantage on attack and damage rolls. Successful off hand attacks do not allow for a second off hand attack.

Staggered
A staggered combatant is off balance and vulnerable to melee attacks. The combatant has disadvantage on any check it makes that involves physical motion and balance. In addition opponents have advantage on damage rolls made with melee weapons against the staggered combatant

prone
A prone combatant is lying on the ground. It has a disadvantage when making and opposing attacks melee attacks. The character has combatant has advantage opposing long range attacks unless the attacker is adjacent. In addition opponents have advantage on damage rolls made with melee weapons against prone combatants. Standing up from being prone takes an action. While prone movement costs three times as much.

Grappling and being Grappled
After a *successful* hit with a grab weapon, damage need not be dealt, the attacker may choose to latch on to and grapple its opponent, no action or reaction required. Every combatant in a grapple is effectively staggered when attacking or reacting to things not in the grapple. The grappled combatant has disadvantage when reacting to the grappler, and has disadvantage on attacks against the grappler except those made with short grab weapons. The grappler also has advantage on damage rolls against the grappled combatant. Escaping a grapple requires an

action and is usually an opposed check using a combination of brawling athletics and agility. If a grappled combatant grapples its grappler it gains the upper hand, the initial grapple ends and the original grappler now becomes the grappled. Combatants in a grapple may only make attacks using short weapons.

improvised weapons
Improvised weapons have no qualities not even the standard qualities of their tier category. They also deal damage as if they were one category smaller: an improvised Two-Handed weapons deals the damage of a Single-Handed weapon and an improvised Single-Handed weapon deals the damage of a short weapon. Weapons can almost always be used as improvised versions of smaller categories weapons. A great sword can be used as an improvised short weapon by smashing an opponent on the head with the pommel for example.

Charging
If a combatant charges at least 10 feet before attempting to shove or knock over an opponent, it gains advantage on the attack roll made to do so.

ties
full action attacks

Weapons and equipment
Combat stats

Equipment

Weapons

Weapons can increase the damage a combatant can deal. Some weapons also have other qualities that affect their use. Most weapons fall in to one of six category detailed below and have no properties beyond what those in their category normally possess. A combatant does not *need* to be skilled to pick up a sword and swing it or benefit from its properties. However, that's not to say that training is not important. The value presented in the damage column of the weapon table is the weapon damage including the two base Check Dice.

SHORT WEAPONS
Damage: 3
Qualities: Short.
While they deal less damage than other weapons, Short weapons are often easy to conceal and quick to draw. And they have a neck for finding their way between the cracks in armor. Daggers are the quintessential example of a Short weapon. However, hatchets, meat cleavers, and short swords also fall into this category.
Short Sword:
Parrying Dagger:

SINGLE-HANDED WEAPONS
Damage: 5
Qualities: none.
Single-Handed weapons are likely the broadest category of weapon. While the standard one-handed sword is most common, axes, rapier, cutlasses, and hammers may also fall into this category.
Fencing Repair:

TWO-HANDED WEAPONS
Damage: 7
Qualities: Two-Handed.
While the longsword is exemplary of the Two-Handed weapon category, many war axes, hammers, flails and other weapons too large to be effectively wielded in a single fist fall into this category.
Viking Axe: Bastard Sword:

HEAVY WEAPONS
Damage: 9
Qualities: Unwieldy, Two-Handed.
Often as large as the warriors who wield them, these weapons are awkward and difficult to swing. Heavy weapons make up for their pitfalls by the sheer devastation they can inflict. Huge double headed axes, mighty war flails, and executioners swords all fall into this category.

LONG WEAPONS
Damage: 7
Qualities: Long, Two-Handed.
Long weapons offer extended reach across the battlefield allowing their wielders to strike without putting themselves at risk. Halberds, pikes, and lances are all examples of Long weapons.

RANGED WEAPONS
Damage: 6
Qualities: Ranged, Two-Handed.
Ranged weapons can hit their targets from a great distance and include bows, crossbows, slings, and muskets. Some ranged weapons require a bit of time to reload. However it is often worth the wait as these weapons can pack a serious punch, driving through both armor and shield to penetrate their victims.

IMPROVISED WEAPONS
Damage: variable
Qualities: none.
Improvised weapons possess no qualities, not even the standard qualities of their tier category. In addition, they deal damage as if they were one category smaller: improvised Two-Handed weapons deal damage like a Single-Handed weapon and improvised Short

weapon deal damage like an unarmed attack. Weapons can almost always be used as improvised versions of smaller categories weapons. A great sword can be used as an improvised short weapon by smashing an opponent on the head with the pommel for example. Can you sing a weapon for an improvised attack the weapons normal skill may be used rather than *Brawling* which is typically used for improvised attacks.

Qualities

SHROT
Unlike normal weapons, drawing a short weapon does *not* require an action, it can be drawn for free. Short weapons may also be wielded in the off hand.

Short weapons also score criticals when a 5 and a 6 as well as double 6s are rolled on the Check Dice for attacks and damage.

LONG
The weapon provides its wielder with superior reach, 10 or so feet. When an enemy moves into reach from beyond it, the wielder may use a reaction to make a free attack against them. If the enemy is wielding a long weapon as well, no free attack is gained.

THROW
The weapon can be thrown a short distance, usually about 8 meters. Doing so uses the same attack and damage as the weapon would for melee. The attack does not provoke Free Attacks and can be reacted to the same as a melee attack.

RANGED
The weapon is designed to attack adversaries from a distance and can be fired up to 100 meters. Attacking with a ranged weapon provokes melee Free Attacks from surrounding combatants.

BASTARD
The weapon is crafted in such a way that it can be wielded in a single hand. However, doing so has its disadvantages. When wielded in a single hand, the bastard weapon

deal damage as if it were a single-handed weapon and loses all its beneficial qualities.

TWO-HANDED
The weapon is heavy and can only be wielded in two hands.

DEFENSIVE
The weapon is useful in avoiding or deflecting blows and grants its wielder a +1 bonus to parry.

FINESSE
The weapon is light and fast and while one could simply bludgeon an advisory with it, it is meant to be use with skill and style. *Agility* rather than *Athletics* is used to modify attack and damage with the weapon. *Athletics* cannot be used unless the weapon is being used as an improvised weapon. Finesse weapons do not possess the weight or strength to parry Two-Handed or larger weapons.

IMPEDING
The armor is cumbersome to move in and wear. It's where takes a penalty to *Agility*. This penalty does affect the number of reactions a combatant may take per round.

As well as tasks that require coordination: sneaking, climbing, running.

TIREING
The armor becomes swelteringly hot and sweaty to wear. After combat or an hour of wearing the armor the wearer must make a [*Endurance* vs Tiresome] or suffer 1 exhaustion.

DEVASTATING
The sheer destructive power of the weapon is severe. It can crush shields, smash through armor, and cave in helms. Taking a blow from a devastating weapon is always to be avoided. When dealing damage with a devastating weapon, any successes scored on the Check Dice ignore armor.

> *Example: A combatant scores 1 success from Check Dice and 4 from bonus dice against 4 armor, the attack deals 2 damage, 1 after armor is subtracted and 1 from the Check Dice which ignore armor.*

UNWIELDY

The weapon or shield is too large or unbalanced to use with grace and is difficult to swing. Attacking with an unwieldy weapon requires both an action and the combatants entire base movement for the round. And unwieldy shield only blocks attacks from a 90° sloth. Blocking attacks from this direction does not require a reaction. Moving the shield to block a different direction requires a reaction and the combatants entire base movement for the round. A combatant may also move an unwieldy shield to face in a new direction on its own term by spending its entire base movement.

PUNCTURING

The weapon is designed to drive through even the toughest of protection. Armor has disadvantage against this weapon.

HEAVY

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FLEXIBLE

A flexible shield is light and easy to move. A combatant wielding a flexible shield may still use that hand manipulate a weapon or other object. A flexible shields protection bonus may also be added to attempts to parry.

SHIELD

Shields are built to deflect and absorb opponents blows. A character wielding a shield may use its reaction after being attacked by an opponent to add *Strength* to *Armor.*

GRAB

Weapon can be used to latch on to an opponent. After a successful hit the attacker may grapple its opponent, no action.

Chain

Often comprises of one or more chains were spiked balls on the end, this weapon is

DEADIY

The weapon is especially brutal and deals 1 more damage than weapons of its category typically do.

REINFORCED

The armor is exceptionally durable and strong. The bonus it provides to *Armor* is 1 higher than typical armor of its category.

BLUNT

The weapon is less deadly than others of its category and videos one less damage.

Mystical Qualities

MYSTIC STEEL

The crafter has folded and hammered sorcery into the Metal. It's extremely hard to break, damage, or melt. The weapon or armor provides a flat +1, +2, or +3 bonus to the number of successes rolled on attacks, damage or armor checks made with it.

FLAMING

The weapon or armor is constantly flaming and can't be put out. Anything that comes in contact with the object, a successful hit with a weapon or being hug by someone in armor, takes 1 fire damage (3 dice including Check Dice). If the target can be lit on fire it does and continues to take 1 fire damage on each of its subsequent terms. The effect ends if the target spends its turn to put out the flames or if the damage Roll deals zero damage. The fire damage ignores armor. The wielder of the object can manage to avoid the flames though that might change with the critical fail.

Shields

Shields can be held in one hand and provide combatants with added protection against hits. While wielding a shield a combatant may add the shields protection bonus to *Armor* when reacting to an attack with a block. Shields are often used to bludgeon adversaries. Medium and light shields may be used as improvised short weapons. Heavy shields are too large and cumbersome to be of use in this manner.

LIGHT SHIELDS
Armor: +1
Qualities: Flexible.
Often carried with a one or two handed sword, Light shields or Buckler's are typically about a foot in diameter and can be used to deflect and absorb impacts.

MEDIUM SHIELDS
Armor: +2
Qualities: none.
Medium shields range in shape and style from the large wooden desk shields of the Vikings to the steel diamond of a knight. Medium shields provide their wielder with good protection and are small enough to not get too much in the way.

HEAVY SHIELDS
Armor: +4
Qualities: Unwieldy.
Heavy shields are massive hulking things, usually found on the front lines of an advancing army or held in formation to provide protection from raining arrows. Often rectangular in shape, Heavy shields are typically a meter or so wide and twice as tall. Their sheer size provides substantial protection but also makes them hard to move quickly.

Armor

What are swords without armor? Although tiring and somewhat cumbersome to wear, a good set of armor can make the difference between life and death in the thick of battle. As usual a character without armor, wearing simple clothing or such, can always use the two basic Check Dice, but armor can provide more protection. Armor falls into one of three categories, Light, Medium, and Heavy. Each category provides a different bonus to the wearers *Armor* value. Certain armor also possesses other qualities. The value presented in the protection column of the armor table is the *Armor* value of the where including Check Dice.

LIGHT ARMOR
Armor: +2 / 4
Qualities: none.

MEDIUM ARMOR
Armor: +4 / 6
Qualities: Impeding(-1), Tiring(3).

HEAVY ARMOR
Armor: +6 / 8
Qualities: Impeding(-2), Tiring(5).

Shields	Protection	Quality	Cost
Light	+1	Flexible	2 gold
Medium	+2		5 gold
Heavy	+4		10 gold

Weapon	Damage	Quality	Cost
Unarmed Weapon	+0 / 2	Grab	1 gold
Short Weapon	+1 / 3	Finesse	1 gold
Single-Handed Weapon	+3 / 5		5 gold
Two-Handed Weapon	+5 / 7		10 gold
Heavy Weapon	+7 / 9	Unwieldy, Devastating	10 gold
Long Weapon	+5 / 7	Long	3 gold
Ranged Weapon	+4 / 6	Puncturing	5 gold

Armor	Protection	Quality	Cost
Light	+2 / 4		2 gold
Medium	+4 / 6	Impeding(-1), Tiring(3)	5 gold
Heavy	+6 / 8	Impeding(-2), Tiring(5)	10 gold

Armor	Protection	Quality	Cost
Light	**4**		**2 gold**
Leather			2 gold
No Armor	2		—
Animal Hide		Reinforced, Tiring(1)	2 gold
Sorcerers Robe			10 gold
Gambasin			
Medium	**6**	**Impeding(-1), Tiring(3)**	**5 gold**
Chain Hauberk			
Double Chain Mail		Reinforced	25 gold
Riveted Mail		Reinforced	
Breast Plate			
Heavy	**8**	**Impeding(-2), Tiring(5)**	**10 gold**
Full Plate			

More Weapons

Weapon	Damage	Quality	Cost
Unarmed Weapon	**2**	**Grab**	**—**
Punch, Kick, Knee, etc.			—
Short Weapon	**3**	**Finesse**	**1 gold**
Dagger			1 gold
Gauntlet		Grab	
Dirk	4	Deadly	1 gold
Parrying Dagger		Defensive	5 gold
Short Sword	4	Not Finesse, Deadly	1 gold
Hatchet		Throw	5 gold
Throwing Knife		Throw	5 gold
Single-Handed Weapon	**5**		**5 gold**
Sword			5 gold
Fencing Rapier		Finesse	125 gold
Mace			
Javelin		Throw	
Two-Handed Weapon	**7**		**10 gold**
Longsword			10 gold
Viking Axe			10 gold
Bastard Sword		Bastard	50 gold
Battle Flail		Devastating	50 gold
Heavy Weapon	**9**	**Unwieldy, Devastating**	**10 gold**

Weapon	Damage	Quality	Cost
Long Weapon	**7**	**Long**	**3 gold**
Pike			3 gold
Halberd	8	Deadly	15 gold
Ranged Weapon	**7**		**5 gold**