MISSILE SEQUENCE

❶ MISSILE ACTIONS

With each missile Attack Option, characters select a specific action according to weapon type.

MISSILE ACTIONS

WEAPON	ACTION	MOVEMENT	TIME	DEFENCE
BOW · SLING	LOAD	NONE	1 ROUND	IGNORE
	AIM (BOW)	NONE	1 ROUND	IGNORE
	SHOOT	HALF MOVE	1 TURN	ANY
CROSSBOW	SPAN	NONE	1+ ROUNDS	IGNORE
	LOAD	NONE	1 ROUND	IGNORE
	AIM	NONE	1 ROUND	IGNORE
	SHOOT	HALF MOVE	1 TURN	ANY
THROWN	AIM	NONE	1 ROUND	IGNORE
	THROW	NONE	1 TURN	ANY
	CHARGE	HALF MOVE	1 TURN	ANY

ACTION	AIM (BOW): the aim action with a bow is allowed only if Pull exceeds Draw by at least 75 (see Draw entry, page 108). CHARGE: character may make a Thrown weapon attack at a target at least five feet away after the Charge movement. LOAD: assumes arrows or bolts are in a *quiver* or *arrow bag*; or sling stones are in a *belt pouch*. If projectiles are in hand, or readily accessible nearby, then load time is a free action (some situations might require a successful DEX or Missile test, archer's choice, to make it a free action). SPAN: by hand, the time is 1 round. Using a mechanical spanner takes 2, 4, or 8 rounds (page 108). After spanning, loading a bolt requires the separate Load action.
MOVEMENT	HALF MOVE: a shooter suffers the Shooter Moving penalty in step 3, whether movement is before or after the shot.
DEFENCE	Actions that induce the Ignore defence may be abandoned by aware combatants in order to defend normally.

❷ MISSILE RANGE

The range to the target determines whether the missile attack has a nearly straight (*Direct*) or high arcing (*Volley*) trajectory.

MISSILE RANGE

ATTACK TYPE	RANGE	MODIFIER	ZD	IMPACT	CHARGE	AREA
DIRECT PB	BR×½	+10	d6	+2	+3	·
DIRECT	BR×1	·	d8	0	+1	·
VOLLEY 2	BR×2	·	d10	–2	–2	15'D
VOLLEY 3	BR×3	–20	d10	–3	–3	15'D
VOLLEY 4	BR×4	–40	d10	–4	·	15'D

RANGE	The attack is the type that corresponds to the shortest multiple of BR greater than or equal to the range to target.
MODIFIER	Bonus or penalty to the missile attack test.
ZD	The Zone Die used in the Location Roll (page 167). At Direct Point Blank (PB) range, thrown weapons use the ZD given in the THROWN WEAPON table (page 110).
IMPACT	The modifier to Strike Impact according to range.
CHARGE	Thrown weapon attacks after at least a 20-ft Charge action have the indicated impact modifier and increase the range of Volley attacks (see Charging Throw, page 110).
AREA	The 15-foot diameter aimed for in a Volley attack.

Overhead Restriction: using any missile weapon with an overhead under ten feet prohibits Volley ranges; and bows and crossbows (only) have a –20 penalty at the Direct range (not PB) if it is under five feet.

❸ MISSILE TEST

To resolve the test, consider target movement and missile skill.

TARGET MOVEMENT

The target of a missile test is considered *still*, *moving*, or *evading*. Here are some examples to help the GM adjudicate this status:

Still: shooting a missile weapon; standing guard; casting a spell; moving stealthily or walking (half Move).

Moving: charging (half Move); running (up to double Move).

Evading: actively fighting in melee; performing the Evade action.

MISSILE SKILL

The ML used in the missile attack varies according to weapon type:

Bow	Archery ML
Crossbow	Archery ML or EML equal to Archery SB×3
Sling	Slings ML
Thrown object or weapon	Throwing ML

Apply situational modifiers to the test EML:

SITUATION	MODIFIER
Still Target	0
Moving Target	–10 penalty
Evading Target	Effective Dodge Index × 5 penalty (page 79)
Moving Shooter	–10 penalty (does not apply to throwers)
Thrown Weapon/Object	Heft penalty (page 98 and 110)
Thrown Object	–10 penalty (–20 penalty if oblong)
Crosswind (Direct)	–10 penalty per Windforce (2–4)
Crosswind (Volley)	–20 penalty per Windforce (1–4)
Trauma	Fatigue penalty and applicable Impairment
Aim	+10 bonus if took Aim action previous round
Point Blank Range	+10 bonus
Massive Target (TAR2+)	+5 bonus per TAR (Direct and Direct PB only)

Precipitation: if kept dry, bows and crossbows are not affected by rain over the short course of typical one- or two-minute skirmishes. For longer periods, or if the GM deems equipment wet, simply halve their Base Range (BR) characteristic.

MISSILE ATTACK RESOLUTION

Resolve the test according to whether it is a *Direct* or *Volley* attack (next page); or a lobbed 'grenade' (page 110).

Spoiled Attack: if missile attackers have a final adjusted EML of –40 or worse, then the attack is spoiled, and the minimum EML05 test roll is not allowed. Depending on the source of such penalties, either no attack takes place (the action is wasted), or the attack occurs but automatically fails (roll against EML05 to check for CF).

DIRECT MISSILE ATTACK

The attacker makes a missile attack at a *single target*.

Zone Die: attackers use the Zone Die (ZD) according to range, as determined in step 2 (page 163).

Zone Aim: the shooter then chooses which Zone Number (ZN) on the target's BODY LOCATION table to aim for with the ZD. The ZD result begins on this number and counts up. Thus, the roll of a d6 ZD aimed at ZN3 starts the count at ZN3 and ends at ZN8 (3 → 4 → 5 → 6 → 7 → 8); a roll of 4 would result in a ZN6 strike. See step 1 of the Injury Sequence (page 167) for more details about Zone Aim.

Resolve the test according to whether the target is *Still* or *Moving/Evading*, as defined in Missile step 3. Attackers earn the indicated victory stars from this unopposed test:

	STILL	MOVING/EVADING
CF	MISHAP	MISHAP
F	MISS	MISS
S	S ●	S
CS	S ● ★	S ★
0	FUMBLE	FUMBLE
5	STUMBLE	STUMBLE

DIRECT MISSILE RESULTS SUMMARY

0 5 **MISHAP** the attacker makes a Fumble Roll on a CF0 result; or a Stumble Roll on a CF5 (page 161). The attack does not take place.

MISS the attack misses the target. If the EML was greater than 05, the attack might strike a nearby target. Count how many other targets are within *five feet* of the intended one. For large creatures, use their Target (TAR) rating (page 352) in this calculation. The total is the *target count*.

ROLL D20 & D10. If the d20 result is less than or equal to the target count, then a nearby creature is hit. The d20 roll itself can be used to indicate the precise target hit among several.

Resolve the strike using the Injury Sequence (page 167). Use a d10 ZD or a die whose size equals the target's number of body zones, if larger. Adjust the base impact by range (step 2); if the d10 rolled with the d20 is a 5 or 0, add the projectile's Impact TA bonus.

S **STRIKE** the attack hits the target with the weapon's base impact, adjusted by Missile Range. Go to Injury Sequence (page 167).

● **PRECISION** successful attacks against Still targets automatically receive a Precision Tactical Advantage (see below).

★ **TACTICAL ADVANTAGE (TA)** for each TA, the attacker selects one of the two special effects. Each step beyond CS grants one more TA.

IMPACT	Increase strike impact according to the weapon.
PRECISION	When determining the attack's injury location, roll an additional Zone Die and choose one result to apply (Injury Sequence, step 1, page 167).

Direct Missile Example: *Nolora has Archery ML75 and takes a direct shot from point blank range (+10 bonus) versus a still target. This uses a d6 Zone Die, and she aims for ZN1. With EML85, the roll is 45—CS. This gives a base impact strike; an extra Precision TA; and one TA of choice. She selects another Precision TA, producing a total of three d6 ZD rolls.*

VOLLEY MISSILE ATTACK

The attacker lobs an attack at a *15-foot diameter area*. A moving target-area, such as a group of running soldiers, imparts a –10 penalty.

	AREA
CF	MISHAP
F	DEVIATION
S	S
CS	S ●
0	FUMBLE
5	STUMBLE

VOLLEY MISSILE RESULTS SUMMARY

0 5 **MISHAP** the attacker makes a Fumble Roll on a CF0 result; or a Stumble Roll on a CF5. The attack does not take place.

DEVIATION the attack misses the area. If EML was greater than 05, the missile lands nearby—assume eight adjacent 15-foot areas and randomly select the one with a d8 roll. If this new 15-foot area contains a target, resolve as for a Potential Strike (below). If the attack EML was 05 or less, the missile lands harmlessly.

S **POTENTIAL STRIKE** the missile lands in the 15-foot area. Count the targets within it, using the Target (TAR) rating (page 352) for large creatures in this calculation. The total is the *target count*.

ROLL D20 & D10. If the d20 roll is less than or equal to the target count, then one creature within the 15-foot area is hit. The d20 roll itself indicates the precise target struck among several.

Resolve the strike using the Injury Sequence (page 167). For the ZD, use the larger of either a d10 or a die whose size equals the target's number of body zones. Adjust the base impact by range (step 2); if the d10 rolled with the d20 is a 5 or 0, add the projectile's Impact TA bonus.

If the d20 roll does not indicate a hit, then the attack misses.

● **VOLLEY PRECISION** when determining a potential strike against the target count, roll d10 instead of d20. With each step beyond CS, roll an additional d10 (attacker selects a single d10 result to apply).

Volley Missile Example: *during a surprise round, Nolora shoots her bow from 500-foot volley 3 range (–20) at a 15-foot space of ground containing five brigands, one of whom is mounted. With her Archery ML75, a light crosswind (–20) and still targets (0), the test is against EML35. A 25 is rolled—CS, a Potential Strike with Volley Precision.*

The Potential Strike puts the shot in the intended area. The target count is seven, one for each brigand plus two for the horse. Nolora's player rolls 7 on the d10 for Volley Precision; and rolls 2 on the other d10 for special impact. The 7 indicates a strike to the horse (the GM numbered it as counts 6 and 7); and the 2 indicates no bonus Impact TA.

The player rolls the Location Roll for the strike with a d20 Zone Die, based on the number of zones the destrier has (Table C, page 355); along with the d10 Location Die. Respective rolls of 14 and 4 indicate a strike to the horse's flank. The heavy-shafted bodkin arrow's impact is d12+4 from the DRW100 bow; reduced by 3 from the range; with the projectile's Armour Reduction 4 eliminating all of the destrier's AV3. The impact is determined by rolling d12+1—a final 7 inflicts an S2P injury to the horse.

With arrow in hand, Nolora reloads as a free action and, at IR76, shoots before the soldiers' IR60 next round. A roll of 16 against the same EML35 means a Potential Strike. A d20 is rolled against the target count seven, but a 14 indicates a miss (and so the d10 Impact TA roll is moot).

MELEE SEQUENCE

❶ ENGAGEMENT

Aware characters can make a melee strike with a readied weapon against foes they threaten within their Engagement Zone.

MELEE AWARENESS

Combatants might have to make an **Awareness** test to notice foes, such as those newly engaging among a crowded group, or to notice anything while in concentration. The GM determines when such tests are needed. Combatants must Ignore foes who they are unaware of.

READIED WEAPONS

Characters may unsheathe a weapon as a free action, or unsling one as a 1-turn Grope action (resheathing/reslinging a weapon is a 1-turn Grope). Characters may drop items at any time, requiring no action.

② ATTACK & DEFENCE DECLARATION

The character selecting the Attack option is called the **Attacker.** The attacker makes the following declarations before the test:

TARGET

Designate the target of the attack, called the **Defender**.

STRIKE WEAPON

Designate the readied weapon used in the strike. Decide on its precise Strike Mode (page 97 and page 102); among several factors, this establishes the strike *aspect*: Blunt [B], Edge [E], Point [P], Fire/Frost [F].

ZONE OPTIONS

Identify the weapon's Zone Die and Zone Aim.

Zone Die: the striker's weapon determines the Zone Die (ZD), such as d4 (*punch*), d6 (*broadsword*, *mace*), or d8 (*spear*). Natural weapons vary in Zone Die, such as a warg's *claw* (d4) or an old dragon's *bite* (d12).

Zone Aim: the striker announces the zone number (ZN) aimed for. The default for medium size targets is ZN1, but can vary according to the striker's aim choice and the size of the target (step 1, page 167).

The **Defender** declares a Melee Defence Option from among the four given on the next page—Block, Dodge, Counterstrike, or Ignore.

Blocks require the defender to designate the readied weapon (and its Strike Mode) used in the Block. When figuring the *attacker's* Reach Penalty or Thrust Bonus (step 3), the defender may reference *any* readied weapon (and its Strike Mode) that can threaten the attacker, not simply the one tested in the actual Block. Thus, a defender who Blocks with a shield in one hand may refer to a readied spear in the other hand for determining Reach and Thrust modifiers (step 3).

Dodges still require the designation of a readied weapon and strike mode for determining the *attacker's* Reach Penalty or Thrust Bonus, as for Blocks. An unarmed defender may designate *punch*, *bite*, or *claw*.

Counterstrikes target the attacker and require the defender to declare Strike Weapon and Zone Options, as above for attackers.

AREA ATTACKS

Targets of an Area attack do not declare a Defence Option. A successful Area attack automatically engulfs all targets in its described area. Affected targets who choose the Evade action on an Initiative Rank *before* the Area attack takes place can sometimes mitigate the resulting trauma (page 166).

❷ MELEE TEST

The term Melee Strike is defined as either 1) a *melee Attack* against a defender or 2) a *counterstrike Defence* against an attacker.

The attacker makes an opposed **Melee** test against the defender's **Melee** (Block or Counterstrike) or **Dodge** test. The attacker makes an *unopposed* Melee test against a defender who Ignores. Include any of the following modifiers (the O R T symbols refer to page 166):

AIM PENALTY

Melee strikers suffer **–10 PENALTY** for aiming at a non-default ZN, which is ZN1 against medium and smaller size targets (page 167).

HEFT PENALTY

Combatants suffer **–5 PENALTY** for *each* point their STR is less than the HFT of the weapon used in a Melee Strike or Block defence.

Two-handed use: reduce HFT by 5 for figuring Heft Penalty.

Off-handed use: increase HFT by 5 for figuring Heft Penalty (minimum –10 penalty), except for shields in a Block or Press Attack.

OUTNUMBERED PENALTY O

Defenders suffer **–10 PENALTY** to defence tests for *each* opponent threatening them beyond one. Do not count prone and Ignored foes. See page 191 for optional rules, such as Allies and Flanking.

PRONE PENALTY

Prone combatants suffer **–20 PENALTY**.

REACH PENALTY R

Combatants making a Melee Strike with a weapon whose Reach (RCH) is *less than* the RCH of the weapon used by their opponent in the opposed Melee test suffer a *penalty* equal to the **DIFFERENCE × 5**. In Close (page 171), the penalty goes to a *higher* RCH.

Zone Reach Penalty can lessen a weapon's RCH (step 1, page 167); if RCH is reduced to less than zero, the strike cannot be attempted.

THRUST BONUS T

Combatants making a Melee Strike with a Thrust (T) weapon whose Reach is *greater than* the opponent's RCH receive a *bonus* equal to the **DIFFERENCE × 5**. In Close, the bonus goes to thrusts with *lower* RCH.

TRAUMA PENALTY

Combatants suffer fatigue and applicable impairment as a penalty.

❸ OUTCOME

Compare the attacker's and defender's Success Levels and determine the *victory stars* (page 61). The outcome varies by the Defence Option—see the Attack and Defence Results on the next page.

Test Failures: if both combatants fail in the opposed Melee test, then no strike occurs (except in the unopposed Ignore defence). Both parties are still subject to their own Mishaps if they roll a CF.

Test Successes: a Block defence automatically *wins* tied successes, and a check for Weapon Damage is made (page 191); a Dodge must have tied successes *broken* to determine the victor (page 61); and a Counterstrike *loses* tied successes.

Injuries: if either combatant obtains a successful strike, resolve with the *Injury Sequence* (page 167). After adjudicating injury, apply other effects in the following order: 1) Mishaps (page 161), 2) Free Press Rolls (page 172 sidebar), and 3) Bonus Action TA (page 171).

ATTACK RESULT

STRIKE (R T)

- **BASE IMPACT** a one-star Strike means the attacker delivers a base impact strike. Go to Injury Sequence (page 167).
- **TACTICAL ADVANTAGE** each extra star can be a bonus **ACTION**, extra **IMPACT**, better **PRECISION,** or a **SETUP** (page 171).
- **TIED SUCCESS** the result of a tied success is determined by the defence option—Block, Dodge, or Counterstrike (see below).
- **MISHAP** attacker makes a Fumble (0) or Stumble (5) Roll, no matter the defender's result (page 161 sidebar).

O Outnumbered Penalty R Reach Penalty T Thrust Bonus

MELEE TEST RESULTS SUMMARY

- **BASE IMPACT** one-star Strike or Counterstrike victory delivers the weapon's base impact. Resolve with Injury Sequence (page 167).
- **BLOCK · DODGE** a one-star Block or Dodge means the attack fails.
- **TACTICAL ADVANTAGE** each star beyond the first grants one Tactical Advantage (TA). Each attack or defence option lists the available TA among the four types (described in full on page 171):

ACTION	Take a bonus action, such as Attack or Half Move.
IMPACT	Additional impact, usually 3B, 5E, 4P, or 2F.
PRECISION	Roll an additional Zone Die and select one result.
SETUP	Increase a Melee or Dodge test made within the next round by one success level.

- **TIED SUCCESS**

Block:	**defender** gets a one-star victory & roll for Weapon Damage (page 191).
Dodge:	**higher roll** gets a one-star victory.
Counterstrike:	**attacker** gets a one-star victory.

- **FAILURE** if both opposed tests fail (F or CF), any Melee Strike fails.
- **MISHAP** combatants make a Mishap Roll on a CF in the Melee or Dodge test. The type is indicated by the ones die (see page 161).

***Block Example**: an ML60 attacker with broadsword rolls 35 (CS) against an ML60 defender's 71 Block roll with broadsword (F). The attacker wins a* **two-star** *victory, striking the target with base impact and one TA (one of action, impact, precision, or setup).* Impact *TA is chosen (+5E impact).*

***Dodge Example**: an attacker with ML60 rolls 36 (S) against an ML60 defender's 51 Dodge roll (S). For dodges, tied successes are broken. Here, the defender wins a* **one-star** *victory since the defender's 51 roll is higher than the attacker's 37 roll. The attack fails.*

***Counterstrike Example**: an ML60 attacker rolls 36 (S) against an ML60 defender's 51 Counterstrike roll (S). The attacker wins a* **one-star** *victory since attackers automatically win tied successes against a counterstrike—there is* no tie break. *The attack does base impact.*

***Ignore Example**: an ML60 attacker with broadsword rolls 36 (S) against a defender who Ignores (no roll). The attacker wins a* **three-star** *victory, striking with base impact and two TA. The attacker selects one* precision *TA (extra d6 ZD for the broadsword) and one* impact TA *(+5E).*

DEFENCE RESULT

BLOCK (O)

- **BLOCK** a one-star Block means the attack fails.
- **TACTICAL ADVANTAGE** each extra Block star can be a bonus **ACTION** or a **SETUP** (page 171).
- **BLOCK** a tied success means the attack fails; check for Weapon Damage (page 191).
- **MISHAP** defender makes a Fumble (0) or Stumble (5) Roll, no matter the attacker's result (page 161 sidebar).

DODGE (O)

- **DODGE** a one-star Dodge means the attack fails.
- **TACTICAL ADVANTAGE** each extra Dodge star can be a bonus **ACTION** or a **SETUP** (page 171).
- **TIE BREAK** an attacker who wins the tie break delivers a base impact strike. Go to Injury Sequence (page 167). A defender winning the tie break means the attack fails.
- **MISHAP** defender makes a Stumble Roll, no matter the attacker's result (page 161 sidebar).

COUNTERSTRIKE (O R T)

- **BASE IMPACT** a one-star Counterstrike means the *defender* delivers a base impact strike. Go to Injury Sequence (page 167).
- **TACTICAL ADVANTAGE** each extra Counterstrike star can be extra **IMPACT** or better **PRECISION** (page 171).
- **BASE IMPACT** a tied success means the *attacker* delivers a base impact strike. Go to Injury Sequence (page 167).
- **MISHAP** defender makes a Fumble (0) or Stumble (5) Roll, no matter the attacker's result (page 161 sidebar).

IGNORE

CF	MISHAP
F	1
S	1 ★ ★ ★
CS	1 ★ ★ ★ ★
★	TA: IMPACT OR TA: PRECISION
0	FUMBLE
5	STUMBLE

Defenders suffer the Ignore defence when they 1) are Unaware of attackers or 2) *choose* to Ignore them (such a choice lasts one round).

- The **IGNORE** table to the left expresses the **ATTACKER'S** Melee test.
- Neither **Reach Penalty** nor **Thrust Bonus** apply to the attacker's test.
- Attackers earn the indicated victory stars from their unopposed Melee test.
- Mishaps affect the **attacker** (page 161 sidebar).

EVADE ACTION

Characters who are not stunned may select the Evade action if they move at least ten feet (up to half Move), stopping in threatening EZ. Throughout the turn and following one round, **missile attacks** against them suffer a penalty equal to five times the Index of their Dodge *EML*. The evader may not make **MELEE STRIKES**, but Block and Dodge normally. The evasion effects end if the evader becomes stunned.

Evading Area Attacks: in place of the missile penalty, an evader tests Dodge and reduces the Shock State Index of the area attack by 1 (S) or 2 (CS). Whatever the test result, the evader then becomes prone.

INJURY SEQUENCE

Follow these five steps to resolve physical trauma inflicted from melee, missile, and area attacks; falling; and certain esoterica.

❶ LOCATION

Determine where a strike hits on the target's Body Location table by rolling the **Zone Die** (ZD), identified in the Missile or Melee Sequence, along with the default **d10 Location Die** (LD).

Helpless targets: melee attackers who spend *one round* concentrating on a helpless target before striking *select* the exact Zone and Location results instead of rolling in step 1 (see Deadly Attacks, page 191).

Area Attacks: a successful Area Fire or Frost attack does not entail Zone and Location Dice rolls. The area weapon essentially engulfs the entire body of every target within its dimensions—skip step 1.

Press & Trip Attacks: successful Press and Trip attacks do not include location or regular impact rolls—skip steps 1 and 2 (see page 106).

BODY LOCATION TABLE

Every creature has a Body Location table that displays its *zone numbers* (ZN) spread over several general body *zones* with specific body *locations*. Tiny creatures like Vlasta have only 3 ZN; humans and most other folk have 10 ZN (see table, right); large creatures can have 12, 16, 20 or more ZN. Some have rare locations, such as tail or wing.

ZONE DIE ROLL

The *ZD* roll determines the *ZN* struck in the first column, which in turn indicates a body zone, such as *Head*, *Arms*, *Torso*, or *Legs*.

Zone Aim: when both striker and target are upright, medium size human-like creatures, default aim is ZN1 in the Head zone, so that a ZD roll of 1 means ZN1 is struck, a roll of 2 means ZN2 and so forth. Against extremely tall upright creatures, the default ZN is in a lower zone for human strikers, as indicated by the Ⓐ symbol in the creature's Body Location table (see Aklash example on page 352).

Aim Penalty: melee strikers can aim for a ZN other than the default, but a –10 penalty applies to the Melee test (missile aiming does not include such a penalty). Striking a prone target while standing allows for any default ZN with no aim penalty. Some ZN might not be available as even possible for aiming, according to the situation.

Zone Reach Penalty: certain ZN of taller targets reduce melee weapon Reach (RCH), as indicated by an amount inside the ☐ symbol in their Body Location table (see page 352). Special situations can also affect weapon RCH, such as mounted combat (page 172). If RCH is reduced to *less than* 0, the ZN may not be selected for aim.

Zone Die Miss: if the zone die result does not appear in a creature's Body Location table, then the strike misses. Thus, aiming for ZN8 with a d4 ZD and rolling a 4 against a 10-zone creature results in a miss (8 → 9 → 10 → **11**). Larger attackers can similarly miss smaller targets, such as the three-zone Vlasta (a roll of 4 or more misses).

Bonus Zone Dice: the Precision Tactical Advantage (page 171) grants extra Zone Dice of the same size. Roll all the ZD; the player chooses one result. For each ZD over the first that indicates the *same body zone* ('Torso'), roll an additional **D10 LD** (below) and choose one LN result.

LOCATION DIE ROLL

The **D10 LD** result determines the **Location Number** (LN) of the strike in the second column, within the zone just determined by the ZD. If the generated location is behind hard cover (page 133), such as a wall or tree, then the strike fails.

Limbs: when an Arm or Leg is struck, use the ZD or LD result (or some other roll) to determine which side—odd (left) or even (right).

❷ IMPACT

Impact measures the trueness and force with which a blow is delivered. Determine *strike impact* and then *effective impact*.

STRIKE IMPACT

Strike impact equals Base Impact—*Weapon Impact Die roll plus Impact Modifier plus the wielder's Strength Impact Modifier* (page 97)—plus bonus Impact TA (page 171).

EFFECTIVE IMPACT

Effective impact equals *strike impact minus the armour value* (AV) the target possesses in the location struck. The AV varies itself according to the weapon's *aspect* (Blunt, Edge, Point, or Fire/Frost).

Area Impact: the effective impact of an Area attack equals its strike impact minus the target's Area AV.

ZN	LN	BODY LOCATION	LOCATION	SHOCK	
HEAD	1–5	SKULL	○	5	
1	6–8	FACE*	●	4	
	9–10	NECK	●	5	▽
ARMS	1–3	SHOULDER	●	3	
	4–6	UPPER ARM	○	1	▼
2–3	7	ELBOW	○	2	▼
	8–9	FOREARM	○	1	▼
	10	HAND		2	▼
TORSO	1–4	THORAX	●	4	
4–7	5–7	ABDOMEN	●	4	
	8–10	PELVIS	●	4	
LEGS	1–4	THIGH	●	3	▽
8–10	5	KNEE	○	2	▼
	6–8	CALF	○	1	▼
	9–10	FOOT		2	▼
•	•	AREA ATTACK			

*FACE OPTION d20:							
1–2 EYE	5 ▼	5–12 CHEEK	4	15–16 MOUTH	4
3–4 NOSE	5 ▼	13–14 EAR	5 ▼	17–20 JAW	4

○●● POTENTIAL BLOODLOSS ▽▼▼ POTENTIAL AMPUTATION

❶ ***Location example***: *an attacker wielding a broadsword uses a d6 ZD and aims low at ZN4 (–10 penalty). The strike succeeds and so now the d6 ZD and d10 LD are rolled. A ZD result of 2 is modified to zone 5 (aim zone 4 and a roll of 2 results in zone 5): the torso zone. An LD roll of 7 means the strike specifically hits the abdomen.*

❷ ***Impact example***: *the broadsword strike to the abdomen does d10+3E impact, and the attacker has a +1 Strength modifier. A roll of 8 gives strike impact 12E (8+3+1=12). The target wears a quilt coat with AV4 in the abdomen versus edge aspect. Effective impact equals 8E (12–4=8).*

❸ INJURY

Locate the *effective impact* in the rightmost applicable range in the top row of the following INJURY table. The strike inflicts the *injury* listed in the corresponding bottom row:

IMPACT	1+	5+	10+	15+	20+
INJURY	M1□	S2◇	S3○◇	G4○◇	▽G5○◇

INJURY SEVERITY & LEVEL

Injury Severity is *Minor* (M), *Serious* (S), or *Grievous* (G). The accompanying number is the **Injury Level** (IL1–5). The symbols represent the chance for special effects:

□ Glancing Blow (step 3.2). ○ Bleeding (step 3.3).

◇ Mishap (step 5). ▽ Amputation (step 3.4).

3.1 COMPOUND INJURY

Targets risk a *compound injury* if they receive a new injury to a *body location* that already suffers from one or more injuries. Total the IL of all the injuries in the location, including the new injury. Roll a **D10**: if the result is less than or equal to the total IL, then increase the IL of the *highest-IL* injury in that location by 1.

- If several injuries have the same highest IL, then a successful compound roll increases the *most recent* injury's IL by one.
- When a G5 injury compounds, its Injury Level remains 5, but it contributes Injury Shock 6 in step 4.2 (page 169).
- Fire and Frost injuries compound only with other Fire and Frost injuries (and with each other).
- Area injuries compound only with other Area injuries.

***Example**: a target takes a G4 blunt injury to the* shoulder. *Because an M1 edge injury already exists in the shoulder, there is a chance for a compound injury. The d10 roll is against TN5 (G4 blunt + M1 edge = TN5). A roll of 4 increases the G4 blunt to a G5; the M1 edge remains unchanged.*

3.2 GLANCING BLOW □

Rigid armour is designated by a square surrounding its armour value in the ARMOUR VALUE table (page 111). The similar square next to the M1 injury result in the INJURY table is a reminder to check for a Glancing Blow: *E- or P-aspect* strikes with an effective impact between 1 and 4 against rigid armour *do not inflict a Minor Injury* (M1) but do impart *Injury Shock 1* to the ensuing Shock State Index (step 4.2) and *+10 bonus* to the Shock Roll (step 4.3). Such Glancing Blows do not require notation—they are not 'injuries' and need no later treatment.

3.3 BLEEDING ○

The three shaded circles in the BODY LOCATION table in step 2 indicate possible life-threatening blood loss in the given location. Compare its shaded circle with the causal injury's Severity:

BLEEDING	S3	G4	G5
○	·	·	EPB
●	·	EP	EPB
●	E	EP	EPB

If the striking weapon's Aspect is indicated from comparing the circle shade with the injury in question, then the injury is also a **Bleeder** (BLD). The victim starts Blood Loss Rolls (page 178) in *five minutes*.

***Example**: a target takes a G4 blunt shoulder injury. The* shoulder location *in step 2 contains a grey circle, but the above table indicates that only E and P aspects cause a Bleeder from a* G4 injury. *The G4B injury is* not *a bleeder.*

3.4 AMPUTATION ▽

A target sustaining a *G5 edge* injury in a location containing a triangle in the BODY LOCATION table in step 2 makes a **Strength** test to check for amputation. Apply a modifier according to the triangle's shade: +20 (▽), 0 (▼), or –20 (▼).

STRENGTH + TRIANGLE MODIFIER TEST	
CF	Location severed (if neck, then target dies). Injury becomes a Bleeder if not already, even in locations that do not normally produce Bleeders.
F	Location severed (if neck, then target dies). Injury becomes a Bleeder if not already, but only in locations that normally produce Bleeders.
S	Location not severed, but Shock Roll (step 4.3) has a –20 penalty.
CS	Location not severed.

- Beasts are assumed to have average relative Strength, so Amputation rolls have ML70 (▽), ML50 (▼), or ML30 (▼).

❸ ***Injury example**: the target receives a sword strike to the abdomen with effective impact 8E. Since this is at least 5 impact but less than 10, the blow inflicts an* S2E injury. *The target already has an M1B thorax injury, but there is no Compound Injury roll since this old injury is not in the same location as the new abdomen injury, albeit in the same zone.*

❹ SHOCK

Calculate the *Shock State Index* (SHK) resulting from the injury.

4.1 **Location Shock**: start with the number in the black column of the BODY LOCATION table in step 2 that corresponds to the injury's location. Area Attacks impart Location Shock 6.

4.2 **Injury Shock**: add the Injury Level suffered in step 3. If a Compound Injury occurred in step 3.1, then use its IL instead.

Glancing Blows impart Injury Shock 1 but leave no M1 injury.

4.3 **Shock Roll**: add the modifier from a **Shock** test by the target. The test includes Fatigue penalty but not Injury impairment.

Glancing Blows impart +10 bonus to the Shock test.

SHOCK – FATIGUE TEST	
CF	+2 SHK: increase Shock State Index by two.
F	+1 SHK: increase Shock State Index by one.
S	+0 SHK: no modification.
CS	–1 SHK: decrease Shock State Index by one.

Combine the three SHK factors (4.1–4.3) and find the total in the top row of the following table. The target suffers from the corresponding **Shock State** in the bottom row. SHK 6 or less has no effect.

SHK	≤ 6	7	8	9	10+
STATE	·	STN	INC	UNC	KIA

STN STUNNED

Target is still aware but dazed. These effects apply:

- All movement is Difficult (and double Move not allowed).
- Impaired tests (step 5) are reduced by one Success Level.
- A successful **Shock** test at the end of the target's *next turn* removes the stunned state. Retry every round.
- Suffering a new STN state while currently stunned immediately changes the shock state to INC.

INC INCAPACITATED

Target is conscious but falls prone. These effects apply:

- Only assisted Difficult Half Move is allowed.
- No independent actions are allowed.
- Unaware (must Ignore all melee attacks).
- **Shock Reroll** (right) at the end of the target's *next turn*.
- Suffering a new INC state while currently incapacitated immediately changes the shock state to UNC.

UNC UNCONSCIOUS

Target falls unconscious and prone. These effects apply:

- Unaware and no actions allowed.
- Helpless (CS Ignore result when targeted in melee).
- Shock Reroll (right) after *ten minutes*.

KIA KILLED IN ACTION

- Target immediately dies.

Except where noted, only the most severe Shock State applies at one time.

CONCENTRATION

All Shock States interrupt concentration (page 182), and prevent it until the state is recovered from.

SHOCK REROLL

Characters who are Incapacitated or Unconscious make a **Shock Reroll** test of Shock ML with a *–20 penalty*. Shock Rerolls are also affected by Fatigue penalty but not Injury impairment.

- If **INC**, the test is made at the end of the character's *next turn* after the original Shock Roll.
- If **UNC**, the test is made *ten minutes* after the original Shock Roll.

SHOCK – 20 – FATIGUE TEST	
CF	Character suffers Extended Shock (page 179) with HR4; if Unconscious (UNC), character also lapses into a coma (page 179).
F	Character suffers Extended Shock (page 179) with HR5.
S	Character's Shock State changes to Stunned (STN).
CS	Character's Shock State is removed.

❹ ***Shock example**: the target makes a Shock Roll from the S2E injury to the abdomen. Against Shock ML65, the d100 roll is 75—critical failure (CF). This results in **SHK 8** (Location 4 + Injury 2 + Shock Roll 2). The target falls prone, incapacitated (INC). See step 5 for additional effects.*

*While incapacitated, the character takes no action and Ignores attacks. Then, at the end of the character's next turn, a **Shock Reroll** is made versus Shock ML65 with a –20 penalty (EML45). The d100 roll is 42—success (S). The character improves to stunned (STN), though remains still prone.*

*Until the end of yet another turn, the stunned character suffers one lower Success Level to all Impaired tests (this excludes Shock Rolls—see step 5 for what constitutes such a test). This character survives until that turn, takes a difficult Move to stand (costing 20 feet), and then makes a Shock Roll versus **Shock ML65**. The d100 roll is 61, so the character is no longer Stunned but still suffers impairment from the S2E abdomen injury (see next page).*

❺ INJURY EFFECT

The specific effect injuries have on actions and movement varies according to severity—Minor (M), Serious (S), or Grievous (G).

M Associated actions are *unhindered* if the Shock Roll in step 4 succeeded (S or CS). After 10 minutes—or immediately if the Shock Roll failed—the injury imparts *5 impairment*.

S Associated actions suffer *10 impairment*.

G Associated actions are *prohibited*.

IMPAIRED ACTIONS AND MOVEMENT

Injuries affect only the actions and movement associated with the injured location's *body zone*:

ZONE	ACTIONS AFFECTED BY INJURY	
HEAD	IMPAIRED TESTS & MOVEMENT	*See Impaired Tests in the sidebar for further guidance.*
ARM	ARM IMPAIRED TESTS (RIGHT OR LEFT)	
TORSO	IMPAIRED TESTS & MOVEMENT	
LEGS	LEG IMPAIRED TESTS & MOVEMENT	

***Example 1**: a* right shoulder injury *affects only right-arm actions, such as striking with a sword, or using it in a Strength or Fumble test. The effect varies by severity: Minor (0 or –5 impairment); Serious (–10 impairment); Grievous (unusable). Left arm actions and movement are unaffected.*

***Example 2**: a* left thigh injury *affects actions using the legs and movement. This includes Melee tests, since Melee SB includes Agility (AGL). The effect varies by severity: Minor (0 or –5 impairment); Serious (–10 impairment); Grievous (unusable; the victim falls prone—see Injury Mishap, below).*

INJURY MISHAP

Targets might suffer a Mishap Roll from Serious and Grievous injuries, or automatically suffer a failed one according to the zone struck.

ZONE	SERIOUS INJURY	GRIEVOUS INJURY
HEAD	NONE	AUTOMATIC FUMBLE & STUMBLE
ARM	FUMBLE ROLL	AUTOMATIC FUMBLE
TORSO	STUMBLE ROLL (PELVIS ONLY)	AUTOMATIC STUMBLE
LEGS	STUMBLE ROLL	AUTOMATIC STUMBLE

TESTS WITH GRIEVOUS INJURY

A character forced into melee defence with a zone that is unusable because of *Grievous injury* must either choose the Ignore defence or accept an automatic CF in a Block, Dodge, or Counterstrike test (the CF also induces the automatically failed Mishap detailed above). Against missile attacks, such an injured target is considered *Still*. Attempting any other action that requires using a zone with a Grievous injury—or is otherwise unusable—is an automatic CF.

AREA INJURIES

Area injuries affect all impaired tests and movement. Grievous area injuries induce and affect mishaps like the head zone.

PROJECTILE IMPALEMENT

Arrows and crossbow bolts that inflict at least an S3 injury are impaled and require the Extraction treatment (page 180).

MINOR INJURY

The immediate effect of adrenaline very often defers Minor injuries from impairing performance for about 10 minutes. Even at this point, only un- or ill-treated Minor injuries carry this impairment throughout the healing process (see page 182).

SERIOUS INJURY

Serious injuries are not so structurally devastating as to prevent their use, but they do impart immediate impairment. A single Serious injury can also test the grit of even the well-trained—they must make a Morale Roll to continue (page 162).

GRIEVOUS INJURY

Grievous injuries imply such extensive structural damage that the location is rendered immediately unusable. No amount of grit mitigates this loss of function. Moreover, if the victim is able to remain conscious after a Grievous injury, their fighting spirit is challenged—they must test Morale to continue (page 162).

IMPAIRED TESTS

Impaired effects apply to the following skill and attribute tests when the injury is in the given Body Zone (●). Such Impaired tests also suffer –1 Success Level when performed while Stunned (page 169). For how trauma affects esoterica, see the pertinent routines, such as Spellcasting (page 201) or Talent Invocation (page 259).

TEST	H	A	T	L	TEST	H	A	T	L
Acrobatics	●	●	●	●	Jumping	●	●	●	●
Agility	●	·	●	●	Legerdemain	●	●	·	·
Archery	●	●	●	●	Melee	●	●	●	●
Awareness	●	·	·	·	Riding	●	●	●	●
Climbing	●	●	●	●	Slings	●	●	●	●
Crafts (all)	●	●	●	·	Stealth	●	·	●	●
Dancing	●	●	●	●	Strength	●	●	●	●
Dexterity	●	●	●	·	Swimming	●	●	●	●
Dodge	●	·	●	●	Throwing	●	●	●	●

H = HEAD A = ARM T = TORSO L = LEG

INITIATIVE AND SHOCK

Initiative and Shock tests reflect in part a boost of adrenaline that can mitigate the effects of trauma. Although Combat Group skills, neither are considered Impaired tests for the purposes of injury and Shock State effects. Only these modifiers affect their tests:

- Fatigue penalty.
- Glancing blow +10 bonus (Shock only).
- Shock Reroll –20 penalty (Shock only).
- Modifiers resulting from a change to their skill base attributes—Will and Reasoning (Initiative); Strength and Endurance (Shock).

❺ ***Injury Effect example**: the target who received the S2 abdomen injury in the step 4 example has fought through the pain of being Incapacitated and then Stunned. The character is now conscious but suffers* 10 impairment *to the* torso *zone, which penalises many Impaired tests and Move.*

Serious injuries trigger a Morale Roll after recovering from being Stunned. This combatant has an Initiative ML60—a roll of 29 is Success, so the warrior remains steady.

MELEE TEST

ATTACK	BLOCK CF	BLOCK F	BLOCK S	BLOCK CS	COUNTERSTRIKE CF	COUNTERSTRIKE F	COUNTERSTRIKE S	COUNTERSTRIKE CS	DODGE CF	DODGE F	DODGE S	DODGE CS	IGNORE NO ROLL	ATTACK
CF	◆◆	●◆	2 ◆	3 ◆	◆◆	●◆	2 ◆	3 ◆	◆◆	●◆	2 ◆	3 ◆	◆	CF
F	◆●	●●	1	2	◆●	●●	1	2	◆●	●●	1	2	1	F
S	◆ 2	1	★	1	◆ 2	1	★	1	◆ 2	1	☆	1	3	S
CS	◆ 3	2	1	★	◆ 3	2	1	★	◆ 3	2	1	☆	4	CS

MELEE TEST RESULTS

1 / 1 **BASE IMPACT** one-star Strike or Counterstrike victory delivers the weapon's base impact. Resolve with Injury Sequence (page 167).

1 **BLOCK · DODGE** a one-star Block or Dodge means the attack fails.

☆ / ★ **TACTICAL ADVANTAGE** each star beyond the first grants one Tactical Advantage (TA). Each attack or defence option lists the available TA among the four types (described in full on page 171):

ACTION	Take a bonus action, such as Attack or Half Move.
IMPACT	Additional impact, usually 3B, 5E, 4P, or 2F.
PRECISION	Roll an additional Zone Die and select one result.
SETUP	Increase a Melee or Dodge test made within the next round by one success level.

★ / ☆★ / ★ **TIED SUCCESS**

Block:	**defender** gets a one-star victory & roll for Weapon Damage (page 191).
Counterstrike:	**attacker** gets a one-star victory.
Dodge:	**higher roll** gets a one-star victory.

● **FAILURE** if both opposed tests fail (F or CF), any Melee Strike fails.

◆ / ◆ **MISHAP** indicated combatant makes a Mishap Roll on a CF in the Melee or Dodge test. The type is determined by the ones die:

ATTACK	Fumble (0) or Stumble (5).
BLOCK	Fumble (0) or Stumble (5).
COUNTER	Fumble (0) or Stumble (5).
DODGE	Stumble (0 or 5).
IGNORE	Fumble (0) or Stumble (5).

❶ BLEEDING

Healers must first stop bleeding injuries before attempting any other treatments. A single bleeding injury represents an amount of exsanguination that will likely prove lethal in 10–15 minutes. Such blood loss does not stop on its own.

BLOOD STOPPAGE ROLL

A healer may attempt a Blood Stoppage Roll once every *5 minutes* with the Cauterisation or Staunch treatments. If treating more than one bleeding injury in the same 5-minute period, the healer makes separate tests for each one, applying a cumulative –10 penalty to all tests per treated bleeder beyond one.

PHYSICIAN TEST	
CF	**BLEEDING CONTINUES**: healer does not stop the bleeding; patient makes a Blood Loss Advance Roll (below). Healer may then try again.
F	**BLEEDING CONTINUES**: as for CF, but the healer receives +10 bonus to the next Staunch treatment roll for the same bleeder.
S	**BLEEDING STOPPED**: the healer stops the injury's bleeding *after* the patient makes one more Blood Loss Advance Roll.
CS	**BLEEDING STOPPED IMMEDIATELY**.

BLOOD LOSS ADVANCE ROLL

Victims make a Blood Loss Advance Roll for each bleeder once every *5 minutes* until bleeding is stopped or they die. This roll is made after each Blood Stoppage Roll (if there is one). The test is against **STRENGTH**, reflecting the patient's size and thus blood volume (exclude all fatigue and impairment penalties). Each roll accumulates 0–3 Blood Loss Points (BP):

STRENGTH TEST	
CF	**BLOOD LOSS**: victim accrues 3 BP this period.
F	**BLOOD LOSS**: victim accrues 2 BP this period.
S	**BLOOD LOSS**: victim accrues 1 BP this period.
CS	**NO BLOODLOSS**: victim accrues no BP this period.

For each accumulated BP, check off a box in the character's SHOCK STATE table, moving left to right.

SHOCK STATE	• BP	STN	INC	UNC	KIA
		☐	☐	☐	☐

As each box is checked off, the patient suffers the corresponding Shock State, dying upon acquiring the fourth BP (KIA).

- A STN, INC, or UNC blood loss Shock State remains until all bleeding is stopped. The character then automatically removes the STN state; or makes a Shock Reroll test if INC or UNC (see step 4 of Injury Sequence, page 169).
- The character suffers 5 weakness fatigue per BP from *anaemia*. This remains until the blood naturally regenerates (step 6).

Beasts other than Folk are assumed to be of their average, relative Strength, so their Bleeding rolls are against ML50.

TREATMENTS

This table is referenced during steps 1 and 5. If the requirements of a given treatment cannot be met, then the healer cannot perform it and the injury is deemed untreated.

ABBR.	DESCRIPTION	TIME
AMP	**AMPUTATION**: the only treatment for Grievous Frost limb and facial feature injuries; it itself inflicts a new Edge injury and very likely a Bleeder. Grievous Frost injuries to all other locations have no treatment—they are automatically *grim wounds* (page 180).	1 MIN
CAU	**CAUTERISATION**: a hot metal tool sears a bleeding injury, granting +30 bonus to the Blood Stoppage Roll. Cauterisation increases the chance for an injury's infection during recovery: the step 6 Healing Roll is a CF if the ones die of failures is 3, 5, 8, or 0.	5 MIN
CLN	**CLEAN & DRESS**: requires water and bandages; Serious E & P injuries also require needle and thread.	5 MIN PER IL
CMP	**COMPRESS**: healer applies a cool, wet cloth or bandage. If frozen, include +10 bonus.	15 MIN
EXT	**EXTRACTION**: arrows and bolts causing an S3, G4, or G5 injury are impaled in the target. Healers extract them with a surgery tool called an arrow spoon. A F or CF Treatment Roll with a G injury causes a Bleeder. All treatment success levels result in projectile removal.	30 MIN
SET	**SET & SPLINT**: simple fractures are stabilised with a splint (such as a stick or even rolled up clothing).	15 MIN
STA	**STAUNCH**: applying pressure with a bandage to stop bleeding. Includes CLEAN & DRESS. Using a tourniquet on a limb bleeder grants +20 bonus.	5 MIN
SUR	**SURGERY**: includes CLEAN & DRESS treatment; requires surgery tools. A F or CF Treatment Roll causes a new Bleeder.	30 MIN
WRM	**WARMING**: slow warming using blankets, another person's body, or the low heat of a fire.	2 HR

TIME: roughly how long it takes the healer to perform the treatment.

❶ ***Bleeding example***: *a character suffers a* G4E right shoulder *injury, fails both the Shock and Shock Reroll, and ends up in Extended Shock (INC). Step 3.3 of the Injury Sequence indicates that such an injury is also a Bleeder.*

The battle ends a few rounds later, with the character in an unaware state from the extended shock. Five minutes pass and the character makes a Blood Loss Roll—the Strength ML60 test is a Failure (F), inflicting two Blood Loss Points (BP). This results in Incapacitation, but the character falls unconscious (UNC), having been Incapacitated to begin with (INC while INC equals UNC).

An ally arrives and begins the Staunch treatment. Five more minutes pass and the ally tests Physician ML40. A Success (S) stops the bleeding, but the character must make one last Blood Loss Roll. A Success (S) induces one more BP, for a total of three. *The character was already UNC, so the UNC from blood loss has no other effect. The bleeding is stopped, but the character has 15 weakness fatigue from anaemia and must face the Extended Shock (UNC) trauma in step 2.*

❷ EXTENDED SHOCK

Incapacitated (INC) or Unconscious (UNC) characters who failed a Shock Reroll test (page 169) suffer Extended Shock. They exhibit a sickly pallor, cold sweats, weakness, and nausea. Such characters retain their Shock State indefinitely.

INC: character is unaware and incoherent but may make a Difficult half Move if supported by another and if injuries permit it. Personal Fatigue is accrued every *10 minutes* when making such movement.

UNC: character is unaware, helpless, and may not take actions.

EXTENDED SHOCK COURSE ROLL

Every *four hours* the character makes a Course Roll. This is a test of Healing Base (HB) times Healing Rate 4 or 5, as indicated earlier in the Shock Reroll table (page 169).

Fatigue: characters *do not recover from fatigue* while suffering Extended Shock, and any accrued fatigue applies as a penalty to the Course Roll.

Treatment: a healer may grant a bonus to the patient's Extended Shock Course Rolls equal to *5 times the star result* of a Physician SV test (one test per healer per patient; apply single highest healer's bonus).

Arcane Recovery: an immediate Course Roll or the single-highest test bonus resulting from an arcane source may be applied (page 213).

HEALING BASE × HEALING RATE		
CF	–2 HEALING RATE	Modify HR by the given amount. When HR falls to 0 or less, the patient dies; when HR rises to 6 or more, the patient no longer suffers Extended Shock and is no longer INC or UNC.
F	–1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

❷ ***Extended Shock example****: the character from the step 1 example suffered a* G4E right shoulder *injury and Extended Shock (UNC). The causal Shock Reroll test was a Failure (F), so the Extended Shock HR is 5. A Healing Base 13 and 15 weariness fatigue give EML50 for the Extended Shock Roll (HB13 × HR5 – 15 fatigue). The character is attended by an ally who generates a Physician SV5, increasing this to EML55 (+5 bonus).*

Four hours pass and the roll is 93—a Failure (F) that reduces the HR to 4, adjusting the next EML to 42 (HB13 × HR4 – 15 fatigue +5 bonus from the ally).

Four more hours pass and the next roll is 41—a Success (S) that increases the HR to 5, returning the next EML to 55.

The next roll is 13—Success (S) for HR6. After a total 12 hours, the character has recovered and become conscious, now able to receive treatment for the G4 shoulder injury (steps 4–5).

PHYSICAL TRAUMA ROLLS

Three types of physical trauma rolls are referenced in the game:

Advance Rolls determine the life-threatening effects of blood loss (page 178), exposure (page 185), and malnutrition (page 186).

Course Rolls determine the effects of extended shock (above left), coma (above right), infection (page 181), disease (page 184) and poison/toxins (page 186).

Healing Rolls resolve the recovery from injuries (page 181), blood loss (page 181), exposure (page 185), and malnutrition (page 186).

❸ COMA

Unconscious (UNC) characters who get a Critical Failure (CF) on a Shock Reroll test (page 169) fall into an indefinite coma that lasts beyond the duration of Extended Shock (which itself still requires resolution in step 2). While in a coma, characters are unaware and may neither move themselves nor take actions.

When a character falls into the coma, subtract the *Location Shock* and *Injury Level* of the injury that induced the coma from twelve (12). The result is the initial Coma Healing Rate (HR) used in the accompanying Course Roll, below:

COMA HR = 12 – LOCATION SHOCK – INJURY LEVEL

COMA COURSE ROLL

Every *d10 days* the character makes a Course Roll. This is a test of Healing Base (HB) times the initial Healing Rate determined above.

Fatigue: once they no longer suffer Extended Shock, characters *recover from fatigue normally* while in a coma. With Course Rolls every d10 days, only weakness fatigue is likely to apply as a penalty.

Treatment: no Physician test helps coma recovery; however, not being in a restful, sheltered environment induces –20 penalty.

Arcane Recovery: an immediate Course Roll or the single-highest test bonus resulting from an arcane sources may be applied (page 213).

HEALING BASE × HEALING RATE		
CF	–2 HEALING RATE	Modify HR by given amount, to a minimum HR1. When HR rises to 6 or more, the coma ends, but the character has *weariness* fatigue equal to the coma's length in days (rounded down to nearest 0 or 5).
F	–1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

AREA INJURY TREATMENT

Fire or frost impact to a single location follows the Healing Sequence like any other discrete injury. However, *Area fire* and *frost* injuries imply a diffuse coverage over the body—roughly 15 to 20 per cent coverage per Severity Level—and so function differently in several respects:

SHOCK

Area G4F and G5F injuries that do not kill the target from shock are always *grim wounds* (page 180) regardless of treatment. Only esoteric measures can save the patient.

TREATMENT ROLLS (HEALING STEP 5)

Healers make a single Treatment Roll for an Area injury, but the Physician ML test includes an additional *–20 penalty* to the Treatment Difficulty modifier in the Treatment Roll table.

HEALING ROLLS (HEALING STEP 6)

A CF occurs on a failed Healing Roll when the ones die is a 3, 5, 8, or 0 (instead of just a 5 or 0).

IMPAIRMENT (HEALING STEP 8)

Area injuries impair all actions & movement like *head* injuries.

❹ INJURY TYPE

Once a patient's bleeding and extended shock end, a healer may treat an injury. The Injury Type is defined by its aspect and severity:

ASPECT

Treatment varies according to the strike aspect that inflicted the injury—Blunt, Edge, Point, Projectile, Fire, or Frost. Projectile is a type of Point aspect caused by arrows and bolts.

SEVERITY

Treatment also varies according to whether the injury is Minor (M), Serious (S), or Grievous (G).

❺ TREATMENT

Find the Injury Type among the TREATMENT ROLL tables to the right. The abbreviation in the TRT row refers to the required treatment as described in the TREATMENTS table (page 178).

TREATMENT ROLL

The healer performs the treatment and then tests **Physician**, modified by the following factors:

Treatment Difficulty: each treatment has a mandatory Modifier (MOD) that reflects its complexity.

Treatment Delay: for each day that has passed since the injury occurred, apply –5 penalty.

The Success Level usually produces a *Healing Rate* (HR) for the patient's injury. Several other results can also occur—see the key below the table (bottom right).

A given healer or assistant may be involved in only one Treatment Roll per injury per patient.

MULTIPLE TREATMENT ROLLS

Multiple healers may each attempt a Treatment Roll for the same injury only if the subsequent healers have a higher Physician Index than all previous ones. Only the highest Success Level applies, except a CF Treatment Roll by any healer replaces all other results.

GRIEVOUS INJURY MAXIMUM HR

The maximum attainable HR for a Grievous Injury equals the healer's Physician Index (or the CF level, if higher). The HR cap brings the other effects commensurate to its level. For example, a healer with Physician Index 3 who gets a CS for a G4 Edge Injury imparts an HR3 with a *bleeder* and a chance of *infection* and *impairment*—not an HR5.

UNTREATED INJURY

An injury that does not receive an actual Treatment Roll has all the treatment characteristics of a CF result for its given injury type.

GRIM WOUND

A Grievous Injury with CF treatment—either rolled or imparted from lack of treatment—is termed a grim wound. Grim wounds force the victim to make a Shock Roll (step 4, page 169) *once per day* after incurring the trauma until it is no longer Grievous or the treatment is no longer CF. Use the wound's Location Shock for step 4.1.

TREATMENT ROLL

BLUNT

	M	S	G
CF	HR4	HR3■	HR2■
F	HR5	HR4■	HR3■
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CMP	SET	SUR
MOD	+30	+10	0

EDGE

	M	S	G
CF	HR4	HR3	HR2■
F	HR5	HR4	HR3■
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	CLN	SUR
MOD	+20	+10	0

POINT

	M	S	G
CF	HR4	HR3■	HR2■
F	HR5	HR4	HR3■
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	CLN	SUR
MOD	+10	0	–10

PROJECTILE

	M	S	G
CF	HR4	HR3■	HR2■
F	HR5	HR4■	HR3■
S	HR6□	HR5	HR4■
CS	HEAL	HR6	HR5
TRT	CLN	EXT*	EXT
MOD	+10	0	–10
BRD	0	–20	–30

FIRE

	M	S	G
CF	HR4	HR2	HR1■
F	HR5	HR3	HR2■
S	HR6□	HR4	HR3■
CS	HEAL	HR5	HR4
TRT	CMP	CLN	CLN
MOD	+20	+10	0

FROST

	M	S	G
CF	HR4	HR3■	G5E●
F	HR5	HR4	G4E●
S	HEAL	HR5	S3E●
CS	HEAL	HR6	S2E
TRT	WRM	WRM	AMP
MOD	+40	+20	0

TRT	**TREATMENT**: the injury's required treatment (page 178).
	(Box around SUR, EXT, OR AMP): Treatment Roll includes the healer's DEX Secondary Modifier.
	EXT* S3 injury only; S2 injury uses CLN treatment.
MOD	**MODIFIER**: the modifier to the Treatment Roll.
BRD	**BROADHEAD**: the modifier from a broadhead projectile.
HR	**HEALING RATE**: the 1–6 multiple used in the Healing Roll.
	□ The treatment eliminates the 5 impairment, but the healing process still takes place (step 6).
	HEAL The treatment immediately heals the injury.
	INFECTION CHANCE: there is the chance for Infection (steps 6–7). Darker grey is also a Grim Wound (see left).
■	**IMPAIRMENT**: the injury's location might suffer permanent Impairment (step 8).
E	**S2–G5 EDGE INJURY**: the patient suffers the given injury from the Amputation treatment.
●	**BLEEDING**: the patient suffers bleeding.
■	**IMPAIRMENT & BLEEDING**: both, as above.

INJURY DESCRIPTIONS

SEVERITY	BLUNT	EDGE	POINT	PROJECTILE	BURN	FROST
MINOR	bruise/minor fracture	1"–2" long cut or tear	1" deep puncture	shallow puncture	red and dry skin	numb and swollen skin
SERIOUS	hairline/simple fracture	2"–6" long cut or tear	1"–3" deep puncture	puncture/impalement	blistered, swollen skin	clear or milky blisters
GRIEVOUS	compound fracture	deep, long cut or tear	3"+ deep puncture	deep impalement	white or charred skin	bluish skin/blackened crust

❻ HEALING

Patients make Healing Rolls to determine how quickly injuries heal and blood loss is restored.

Arcane Recovery: an immediate Healing Roll or the single-highest test bonus from an arcane sources may be applied (page 213).

INJURY HEALING ROLL

A patient makes a separate Healing Roll for each injury every *five days* after incurring it. A Healing Roll is a test of **Healing Base (HB) times the injury's Healing Rate (HR)**.

Cauterisation: failed Healing Rolls of injuries whose bleeders were stopped by the Cauterisation treatment are Critical Failure when the ones die result is a 3, 5, 8, or 0.

HEALING BASE × HEALING RATE	
CF	NO EFFECT: there is no healing this period. If the treatment left the chance for infection, then the injury also becomes infected (step 7).
F	NO EFFECT: there is no healing this period.
S	HEALING: reduce the Injury Level by 1. When reduced to 0 or less, the injury is fully healed.
CS	HEALING: as above, but reduce the Injury Level by 2.

Severity Reduction: as injury level lessens, the injury severity does as well at certain points—from G4 to S3; and then from S2 to M1. When severity changes, the effects described under Injury Effects (page 170) and Impairment (step 8, page 182) alter accordingly.

Random Option: if the precise timing is important to the campaign's narrative, the static five-day healing period can be randomised with a roll of d3+3 (four to six days; roll for each period).

BLOOD LOSS HEALING ROLL

A patient who has accumulated Blood Loss Points suffers 5 weakness Fatigue per BP due to *anaemia*. Every *ten days* after suffering the blood loss, the character tests **Endurance** to regenerate the blood (apply only weakness penalty other than that from anaemia):

ENDURANCE TEST	
CF	NO EFFECT: no regeneration during this or the next period; then reroll.
F	NO EFFECT: no regeneration; reroll next period.
S	BLOOD REGENERATED: reduce BP by 1. Fatigue penalty lessens by 5.
CS	BLOOD REGENERATED: as above, but reduce BP by 2 and Fatigue by 10.

❼ INFECTION

An injury whose treatment carries the possibility for infection is noted by the ▒ or ▒ shade in the TREATMENT ROLL tables. Such an injury becomes infected when one of its Healing Rolls is a CF in step 6. If this happens, Healing Rolls for all *injuries* must cease until the patient defeats the infection.

INFECTION COURSE ROLL

The patient makes an Infection Course Roll **once per day**. This is a test of Healing Base times a Healing Rate equal to the injury's own Healing Rate plus 1 (maximum HR5). For instance, an injury with HR3 has infection HR4.

Treatment: an attending healer may grant a bonus to the patient's Infection Course Rolls equal to the *SV* of a **Physician** SV test.

Amputation: amputating an infected limb also defeats infection; follow the Amputation treatment as for frost injuries (page 178).

Arcane Recovery: an immediate Course Roll or the single-highest test bonus from an arcane sources may be applied (page 213).

HEALING BASE × INFECTION HEALING RATE		
CF	−2 HEALING RATE	Adjust the HR by the given amount. When HR falls to 0 or less, the patient dies; when HR rises to 6 or more, the infection is defeated, and other injuries resume healing.
F	−1 HEALING RATE	
S	+1 HEALING RATE	
CS	+2 HEALING RATE	

INFECTION WEAKNESS

While suffering from an infected wound, the patient accrues an amount of weakness fatigue according to the Infection HR:

INFECTION	EFFECT
HR 1–2	10 WEAKNESS FATIGUE
HR 3–4	5 WEAKNESS FATIGUE
HR 5	NONE

❺ ***Treatment example***: *a character with an S2 edge injury to the abdomen receives a failed (F) Treatment Roll. The injury has Healing Rate 4 and the chance for infection. It also imparts 10 impairment (step 8).*

❻ ❼ ***Healing–Infection example***: *the character with the S2 abdomen injury has a Healing Base 13. After five days, the first Healing Roll is made against EML52 (HB13 × HR4). The roll is 62—failure and no effect. Five days later another Healing Roll is made and the result is 24—success, reducing the S2 injury to M1. The 10 impairment is reduced to 5 impairment because of the injury's HR4; if the injury's HR had been 6, the M1 injury would have no impairment (step 8, page 182).*

Five more days pass and the next Healing Roll is 95—CF; no reduction and the injury is now infected. Since the abdomen injury has HR4, the daily Infection Healing Rolls have HR5, or EML65 (HB13 × HR5). The first is made one day later and the roll is 42—Success (S); the infection HR improves to 6, ending the current infection.

Five days later Healing Rolls resume and the result is 42—success against EML52. The M1 is reduced by one Injury Level, so the injury has completely healed after 21 total days.

❽ IMPAIRMENT

Over the course of healing, a Minor injury might impart *5 impairment* to the location's body zone; a Serious injury imparts *10 impairment*; and a Grievous injury makes the zone *unusable*.

INDEFINITE IMPAIRMENT

The effects of impairment are usually indefinite.

Minor Injury: the 5 impairment exists only if the injury's *HR is 5 or less*; if so, the impairment lasts until the injury heals.

Serious Injury: the 10 impairment of a Serious injury lasts until it heals to a Minor injury. At that point, it impairs as a Minor Injury—5 impairment with HR5 or less; no impairment with HR6.

Grievous Injury: when a Grievous injury heals to Serious, the location's zone can be used but now suffers 10 impairment. When it heals to Minor, there is 5 impairment only with HR5 or less.

PERMANENT IMPAIRMENT

An injured location whose treatment includes a black box (■) might induce permanent impairment.

Healing Days: for every 20 days it takes the injury to heal to a Minor injury, the location's zone accrues *5 permanent impairment*. The total includes days spent fighting off infection (step 7).

DAYS	IMPAIRMENT
< 20	NONE
20–39	5 PERMANENT
40–59	10 PERMANENT

DAYS	IMPAIRMENT
60–79	15 PERMANENT
80–99	20 PERMANENT
100+	25 PERMANENT

Minor and Serious Injury: permanent impairment overlaps with indefinite impairment—only the higher of the two applies at a given moment for the same injury (see example ❽).

Grievous Injury: since a Grievous injury makes the zone unusable, accrued permanent impairment is ignored until the location heals to a Serious Injury. From then on, only the higher of permanent or indefinite impairment applies.

Permanent impairment affects Impaired tests and Move just like indefinite impairment (page 170). For example, the 10 permanent impairment from a badly healed pelvis injury reduces Move and applies to almost all Physical, Combat, and Agility tests.

Permanent impairment penalty is recorded in the same box as that for indefinite impairment, but the player must either circle it as a reminder of its permanency or record this fact in the Notes section.

CONCENTRATION

The loss of concentration is a special type of impairment. Characters must be able to maintain it in order to perform *1+ round actions* in combat (page 160), and other long-term tasks, like difficult climbs and crafting. Concentration is also required for all esoteric actions, no matter how long they take, including spellcasting and invocation, spell and alchemical research, entering a trance, or giving divinatory readings. The rules specify other endeavours that require concentration, and the GM may call for it in unique cases. A Will test could be made to determine whether it is broken by trivial distractions (*shouting*, *shoving*).

The following states, conditions, and trauma automatically interrupt and prevent any action requiring concentration.

Stunned (STN)*	Grievous Skull Injury
Incapacitated (INC)	Grim Wound (page 180)
Unconscious (UNC)	Afraid, Terrified, or Catatonic.

*Character is still aware but tests Awareness at -1 success level.

☐ SERIOUS INJURY AGGRAVATION OPTION

As an optional rule, using a location with a Serious injury could bring some risk of aggravating wounds.

Actions: an Impaired test that results in Critical Failure (CF) requires a separate **Shock SR** for each Serious injury whose zone was used in the action. A failure reduces the injury's Healing Rate by 1 down to a minimum HR1. For an untreated injury, this reduction is carried to the HR resulting from future treatment.

Move: moving while suffering a Serious head, torso, or leg injury requires an **Agility** test every turn at a full Move (or with the Charge action); or every four hours at a half Move. A CF triggers an aggravation Shock SR (as above). Double Moves are not allowed.

RATE	AGL TEST PERIOD
HALF MOVE	PER FOUR HOURS
FULL MOVE	PER TURN
CHARGE	PER TURN
DOUBLE MOVE	NOT ALLOWED

***Example**: taking the Charge action with a Serious torso injury requires an AGL test each turn: a CF forces the Shock SR to check for aggravation.*

A CF Impaired test while using a Serious injury—that induces the Shock SR check— also induces one for each *Grievous* injury that might plausibly be aggravated by the CF action.

While zones with Grievous injury usually cannot be used in the first place, a character who *chooses* to take action anyway automatically achieves a CF (see page 170) and, with this option, must then also check it for aggravation with a Shock SR.

❽ ***Impairment example**: a character suffers a* G4E right shoulder *injury and receives* HR3■ *treatment. The right arm zone is unusable (G4); and might incur permanent impairment even after healing (■). There is also the chance for infection throughout its healing ( ).*

*Assume it takes three healing rolls to reduce the G4 to an S3 injury (*15 days*). The shoulder can now be used but with* 10 indefinite *impairment. It then takes one more healing roll to lessen it to an S2 injury (*20 days *total). As indicated in the step 8 table, the right arm zone accrues* 5 permanent *impairment because its recovery has so far taken 20 days. However, the…*

…10 indefinite impairment from being a Serious injury is what currently applies, since it is the higher of the two penalties.

The next healing roll is a success, improving the S2 to an M1 injury. The 5 permanent *impairment to the right arm zone remains because it took* 25 days *to heal to a Minor injury. The usual 5 indefinite impairment of a Minor injury with a HR5 or less is subsumed in the 5 permanent penalty. Healing rolls continue in order to check for infection (Healing Sequence step 7) and compounding during interim battles (Injury Sequence step 3.1).*

Once the injury is fully healed, the player notes the 5 permanent impairment in the white box of the Right Arm zone.