

Combat

Melee Attack Manoeuvres and Options	
Cost	Manoeuvres
1 Hits	-Move 1 metre in the <i>range of attack</i> of the target without <i>attack of opportunity</i> . -Negate 1 Shield Defence. -If the attacker, roll 1 dice of damage.
2 Hits	-Move the target 1 metre. Do not cause <i>attack of opportunity</i> . -Lower the <i>initiative</i> of the target by 1. -If the defender, roll 1 dice of damage.
3 Hits	-Push the target of a ledge.
4 Hits	-Disarm the target. Additional <i>hits</i> can be spend to send the weapon flying in a random direction. The weapon land 1 metre away per additional <i>hit</i> spent.
The target lose 1 <i>spirit point</i> per <i>hit</i> scored against them.	

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Brawling Manoeuvres	
Cost	Manoeuvres
1 Hits	-If <i>grappled</i> , become the <i>grappler</i> . -If the <i>grappler</i> , move with the <i>grappled</i> character 1 metre.
2 Hits	- <i>Grapple</i> the target. -If the <i>grappler</i> , throw the <i>grappled</i> character to the ground. Can <i>pinned</i> the character are not. -If <i>pinned</i> , reverse the situation. -If <i>chocked</i> , break the <i>choke</i> .
3Hits	--If the <i>grappler</i> , choke the <i>grappled</i> character.

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Brawling Effects	
Stauts	Effect
Grappler	-Can only attack the <i>grappled</i> character. -Receive -1 <i>MoS</i> on non <i>Brawling</i> attacks. -Cannot use <i>shield defence</i> .
Grappled	-Same as for <i>grappler</i> . - <i>Mouvement speed</i> reduced to 0. -Every <i>agility</i> and <i>power</i> based actions receive -1 <i>MoS</i> .
Pinned	-Same as for <i>grappled</i> . - <i>Prone</i> . -Additional 1 <i>MoS</i> is subtracted to <i>agility</i> and <i>power</i> actions.
Chocked	-Every round must make a <i>resist fatigue</i> test with a <i>difficulty level</i> equals to the number round <i>chocked</i> . On a failed, the character become <i>unconscious</i> .

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Damage Effect of Major Injuries	
Injury	Effect
Piercing	Bleeding wound level 1
Cutting	Bleeding wound level 2
Bludgeoning	Stunned

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Wound Effects	
Wound	Effect
Bleeding	Subtract 1 die from every <i>agility</i> and <i>power dice pool</i> or 1 <i>bleeding</i> wound is aggravated by 1 level. If a <i>bleeding wound</i> level 3 is aggravated, the <i>character</i> become incapacitated and start <i>bleeding to death</i> .
Stunned	Make a <i>resist shock</i> test as a free action. The number of <i>MoSes</i> obtained on that test is the limit of the <i>dice pool</i> for the next round. This limit is increased by 1 on subsequent rounds.
Bleeding to Death	Make a <i>natural healing</i> test. The <i>character</i> die after a number of minutes equals to the number of <i>MoSes</i> obtained on that test.
Unconscious	The <i>character</i> regained consciousness by obtaining 10 <i>MoSes</i> on a <i>resist shock step-back rolling test</i> (if made unconscious by a <i>bludgeoning</i> weapon) or on a <i>resist fatigue step-back rolling test</i> (if <i>choked</i> to unconsciousness).
Dead	An ally can try to re-animate the <i>character</i> by succeeding a <i>first-aid static test</i> or a <i>medicine first-fail rolling test</i> with a <i>difficulty level</i> equals to the number of minutes the <i>character</i> has been dead.

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Damage to Armour
A player can permanently reduce the protection of a piece of armour for all type of damage by 1 instead of ticking an <i>injury box</i> .

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Attack of Opportunity
An additional dice is granted to a player allowed to perform an <i>attack of opportunity</i> .

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Common Causes of Attack of Opportunity
Range attack
Moving
Casting Spell
Dodge Roll
Using a Consumable
Reloading a Weapon
Fixing a Wound

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Common Combat Actions
Melee Attack
Range Attack
Casting a Spell
Acrobatics Action
Athleticism Action
Heal a Wound or Injury
Rerolling Initiative
Intimidation
Persuasion
Interact with the Environment
Use a Consumable

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Range of Attack	
Close	1 metre
Medium	2 metre
Long	3 metre
Far	Depend on the weapon

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Range of Attack Difference
Receive -1 <i>MoS</i> per range difference.

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Size Malus for Range Attacks	
Micro	-2
Mini	-1
Small	0
Medium	0
Large	1
Huge and more	2

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Range Increment
Every time the <i>range increment</i> of a range weapon is passed, 1 MoS is subtracted from the attack roll.

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High Ground	Low Ground
+1 active defence	- 1 active defence

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Cover	
¼	+ 1 <i>shield Defence</i>
½	+ 2 <i>Shield Defence</i>
¾	+ 3 <i>Shield Defence</i>
Full	Can not be attacked Can not attack

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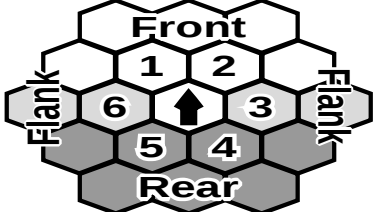
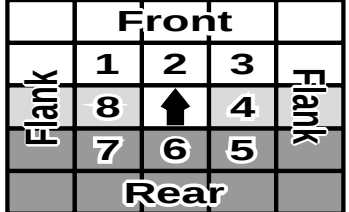
Difficult Terrain	
Minor	- 1½ metres to <i>movement speed</i> . - 1 MoS to <i>running</i>
Medium	- 3 metres to <i>movement speed</i> . - 2 MoSes to <i>running</i>
Severe	- 4.5 metres to <i>movement speed</i> . - 3 MoSes to <i>running</i>
Extreme	<i>Movement speed</i> reduced to 1½ metres. <i>Acrobatics</i> or <i>Athleticism</i> test to move more.

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Combat Manoeuvres	
Charge	Must be at least at a distance equals to the <i>movement speed</i> . Roll a <i>running</i> test, the unused MoSes can be added to the attack <i>hits</i> . <i>Charge</i> can not <i>disarm</i> . The target is entitled to an <i>attack of opportunity</i> .
Defensive Stance	The MoSes from an <i>melee combat</i> can be saved until the start of the next turn and spend to oppose attacks made against the <i>character</i> .
Dodge Roll	Every MoS from an <i>acrobatics</i> test allow a <i>character</i> to move 1 metre by <i>dodge rolling</i> . Every metre moved in this way subtract 1 MoS from every range attack made against the <i>character</i> .
Kick-Up	Get up from <i>prone</i> with an <i>acrobatics</i> test. Every MoS reduced the <i>movement</i> needed by 1 metres.
Lunge	Must succeed a <i>control</i> attack to get in <i>range of attacks</i> . Can immediately make a <i>cutting</i> , <i>piercing</i> or <i>bludgeoning</i> attack at -1 MoS.
Prone	Take 2 metres of <i>movement</i> to get prone, half <i>movement</i> to get up. <i>Movement speed</i> is halved. Receive -2 MoSes on attacks (except for <i>crossbow</i> & <i>firearms</i> which receive +1 to the <i>speciality</i>). Range attacks suffer a -1 MoS when targeting <i>prone</i> character and <i>range increment</i> malus is doubled.

Combat Manoeuvres	
Reassess the Situation	Can reroll <i>initiative</i> either with <i>reflex</i> or <i>perception & vigilance</i> . Must use the new <i>initiative</i> number, even if it is worse.
Inspire	Can distribute amongst ally at hearing distance 1 <i>spirit points</i> per <i>MoS</i> on a <i>Oratory & Poetry</i> test.
Intimidate	For every <i>MoS</i> on an <i>Insult & Intimidation</i> , the target loses 2 <i>spirit points</i> . If the target of the <i>intimidation</i> takes an aggressive action against the <i>character</i> , their <i>dice pool</i> is reduced by 1 for every <i>hits</i> on the <i>Insult & Intimidation</i> roll. This <i>malus</i> is reduced by 1 on every round. <i>Intimidation</i> function as a <i>far range</i> weapon with an <i>range increment</i> of 5 metres.
Taunt	For every <i>MoS</i> on an <i>Insult & Intimidation</i> , the target loses 2 <i>spirit points</i> . If the target of the <i>taunt</i> any actions other than an aggressive one towards the <i>character</i> , their <i>dice pool</i> is reduced by 1 per <i>hit</i> on the <i>Insult & Intimidation</i> roll. This <i>malus</i> is reduce by 1 per round.
Shield Wall	Two or more <i>characters</i> with shield with the special <i>hide behind shield</i> can lock their shield together and increase their <i>shield defence</i> by 1 for frontal attacks but cannot use the shield while flanked or reared. The <i>characters</i> can only move together, at the lowest <i>initiative</i> number but can attack at their regular <i>initiative</i> .
Throwing Non-Range Weapons	Small objects and weapons which can be more or less contained in one hand receive -1 <i>MoS</i> and have a <i>range increment</i> of 5 metres. Medium objects and weapons which are used with one hand receive -2 <i>MoSes</i> and have a <i>range increment</i> of 4 metres. Large objects and weapons which usually require two hands to use receive -3 <i>MoSes</i> and have a <i>range increment</i> of 3 metres.
Two Weapons Fighting	If equipped with two one handed weapons, can make two attacks at the same <i>initiative</i> number. The first attack receive -1 <i>MoS</i> , the second receive -2 <i>MoSes</i> .

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Hex Grid Scatter Direction	Square Grid Scatter Direction
	

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