

Volley 1

Number of Actions ⊕⊕⊕

Attack Actions

| | | | |
|--|----------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Great Strike |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block & Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock & Strike |

Defense Actions

| | | | |
|--|---------------|--|-------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Avoid | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Counterstrike | | |

Basic Fighting Actions

| | | | |
|--|---------------|--|-----------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Assess | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Change Stance |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Charge/Tackle | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Draw Weapon |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get Up | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Push | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Physical Action |

Special Fighting Actions

| | | | |
|--|-------|--|--------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Beat | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Disarm |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Feint | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Person |

Shooting and Throwing Actions

| | | | |
|--|---------------|--|-------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Aim | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fire Gun/Crossbow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Nock and Draw | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Release Bow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Snapshot | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Weapon |

Magic Actions

| | | | |
|--|----------------|--|------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Cast Spell | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Drop Spell |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command Spirit | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Sing, Howl, Pray |

Social Actions

| | | | |
|--|---------|--|------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Intimidate |
|--|---------|--|------------|

Hesitation Actions

| | | | |
|--|---------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fall Prone | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Run Screaming |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Stand & Drool | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Swoon |

Volley 2

Number of Actions ⊕⊕⊕

Attack Actions

| | | | |
|--|----------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Great Strike |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block & Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock & Strike |

Defense Actions

| | | | |
|--|---------------|--|-------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Avoid | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Counterstrike | | |

Basic Fighting Actions

| | | | |
|--|---------------|--|-----------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Assess | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Change Stance |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Charge/Tackle | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Draw Weapon |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get Up | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Push | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Physical Action |

Special Fighting Actions

| | | | |
|--|-------|--|--------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Beat | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Disarm |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Feint | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Person |

Shooting and Throwing Actions

| | | | |
|--|---------------|--|-------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Aim | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fire Gun/Crossbow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Nock and Draw | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Release Bow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Snapshot | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Weapon |

Magic Actions

| | | | |
|--|----------------|--|------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Cast Spell | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Drop Spell |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command Spirit | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Sing, Howl, Pray |

Social Actions

| | | | |
|--|---------|--|------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Intimidate |
|--|---------|--|------------|

Hesitation Actions

| | | | |
|--|---------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fall Prone | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Run Screaming |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Stand & Drool | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Swoon |

Volley 3

Number of Actions ⊕⊕⊕

Attack Actions

| | | | |
|--|----------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Great Strike |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block & Strike | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock & Strike |

Defense Actions

| | | | |
|--|---------------|--|-------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Avoid | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Block |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Counterstrike | | |

Basic Fighting Actions

| | | | |
|--|---------------|--|-----------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Assess | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Change Stance |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Charge/Tackle | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Draw Weapon |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get Up | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Lock |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Push | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Physical Action |

Special Fighting Actions

| | | | |
|--|-------|--|--------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Beat | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Disarm |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Feint | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Person |

Shooting and Throwing Actions

| | | | |
|--|---------------|--|-------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Aim | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fire Gun/Crossbow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Nock and Draw | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Release Bow |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Snapshot | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Throw Weapon |

Magic Actions

| | | | |
|--|----------------|--|------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Cast Spell | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Drop Spell |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command Spirit | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Sing, Howl, Pray |

Social Actions

| | | | |
|--|---------|--|------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Command | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Intimidate |
|--|---------|--|------------|

Hesitation Actions

| | | | |
|--|---------------|--|---------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Fall Prone | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Run Screaming |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Stand & Drool | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Swoon |

Disadvantage to all actions except Defense actions

-

+1
Ob

+2
Ob

+3
Ob

+4
Ob

+5
Ob

Advantage to Positioning

-

+1D

+2D



* **Block and Strike, Lock and Strike:** Block and Strike requires Shield Training. Lock and Strike requires a special trait like Wolf Snout.

§ **Sing, Howl, Pray:** Singing, Howling, and Praying do not cost actions. They are listed on the action sheet for timing purposes only.

the Burning Wheel

Engage

At the start of the first exchange of a fight:

Test for Engage

Speed plus advantages for longer stride and longer weapon.

Bonus Dice to Engage Tests

Longer stride +1D

Stride longer by 4 or more +2D

Longer Weapon +1D or +2D

Scripting Instructions

Divide actions evenly across all three volleys. Reflexes of 3 has one action each volley, Reflexes of 4 has one action per volley plus an extra action to put in a volley of the player's choice; Reflexes of 5 has two actions in two volleys and one action in one of the volleys; Reflexes of 6 has two actions per volley, and so on.

Fighting Skills

Unskilled

If you're unskilled in a Fight, you suffer double obstacle penalties to your standard test actions. In versus test actions, you must generate two successes for each one of your opponent's successes. To overcome a +1 Ob penalty, however, you only need one success.

Brawling

Brawling grants access to attack, defense and basic actions, but not special actions. You may use the Brawling skill in place of Power for the Lock and Push actions at your discretion.

Boxing and Martial Arts

Boxing and Martial Arts skills allow a character to use all attack, defense, basic and special actions. You may use the skill in place of Power for Push and Lock at your discretion.

Weapon Skills

Weapon skills grant access to all actions attack, defense, basic and special actions except Throw Person. Weapon skill does not replace stat tests for any action.

Savage Attack and Other Monstrous Skills

Savage Attack gives a monster access to attack, defense, basic and special actions. Do not replace any stats for this skill.

Position

At the start of each exchange after the first, test to maintain or reestablish your position (if fighting with weapons of different length):

Vie for Position

Speed plus advantages from stride and the Positioning Advantage table—do not use the weapon length list. You must win the test, not tie.

Disengage

Speed +1D plus advantages from stride and the Positioning Advantage table. You must win the test, not tie.

Terrain

Forest

Reduce positioning advantage by -1D. Reduce disadvantage by one step for all weapon categories unless the weapon holding the advantage is a knife (shortest) or a mace (short).

Corridors

Reduce positioning advantage for long, longer, longest weapons by -1D and the disadvantage they cause by +2 Ob.

Narrow Confines

Anything long, longer, longest can only give a maximum +1 Ob disadvantage. These weapons cannot get advantage dice for positioning, and they suffer a +1 Ob to all actions themselves. Missiles cannot be used in these circumstances.

Stance

Neutral Stance

- No advantage and no disadvantage.
- Counts as a Feint when you use Change Stance to Neutral.

Defensive Stance

- +2D to Avoid, Block and Counterstrike.
- +2 Ob to Strike and Great Strike.
- Counts as a Block when you use Change Stance to Defensive.

Aggressive Stance

- +2D to Strike, Great Strike, Block & Strike and Lock & Strike.
- +2 Ob to Block and Counterstrike.
- You may not Avoid. If you accidentally script Avoid while in aggressive stance, you hesitate for an action.
- Counts as No Action when you Change Stance to Aggressive.

Stance Restrictions

You drop your stance if you Disengage or Charge.

Forfeiting an Action to Change an Action

- Players can change upcoming actions in the exchange.
- No forfeiting or changing in volley 1
- You cannot change an *announced* action.
- To change an action, you must forfeit an action. Actions can be forfeited or changed in any unannounced volley in the exchange.
- Any prayer, song or speech associated with the lost actions are lost as well. However, for the action being *changed*, prayer and speech may be changed as well.

Combat Disadvantages

Positioning Disadvantage: see table at right.

Locked: -1D, -2D, -3D, -4D, -5D, -6D

Staggered, Off Balance, One Knee: +1 Ob

Knocked Down: +1 Ob to positioning, defense, basic and special actions. +2 Ob to attacks.

Compare Weapon Length

Shortest: *Knife, Hands, Teeth, Claws*



Short: *Mace, Club, Short Sword, Hatchet, Large Shield*



Long: *Long Sword, Axe, Staff*



Longer: *Polearm*



Longest: *Spear, Lance*



Missile: *Arrows, Crossbow Bolts*



Hilts, pommels and hafts count as one weapon length shorter than the weapon to which they're attached. Unloaded bows and crossbows count as clubs.

| This weapon has advantage | Positioning Advantage | Your Opponent's Weapon | | | | | |
|---------------------------|-----------------------------------|------------------------|------|-------|------|-------|---------|
| | | Knife | Mace | Sword | Pole | Spear | Missile |
| | Knife, Hands <i>(shortest)</i> | — | +1D | +2D | +2D | +2D | +2D |
| | Mace, Club <i>(short)</i> | +1D | — | — | +1D | +2D | +2D |
| | Sword, Axe <i>(long)</i> | +2D | +1D | — | — | +2D | +2D |
| | Polearm <i>(longer)</i> | +2D | +2D | +1D | — | — | +1D |
| | Spear <i>(longest)</i> | +2D | +2D | +2D | +1D | — | — |
| | Missile | +2D | +2D | +2D | +2D | +1D | — |

| This weapon has advantage | Opponent's disadvantage | | | | | | |
|---------------------------|-----------------------------------|-------|-------|-------|-------|-------|---------|
| | | Knife | Mace | Sword | Pole | Spear | Missile |
| | Knife, Hands <i>(shortest)</i> | — | +1 Ob | +2 Ob | +3 Ob | +4 Ob | +5 Ob |
| | Mace, Club <i>(short)</i> | +1 Ob | — | — | +1 Ob | +2 Ob | +3 Ob |
| | Sword, Axe <i>(long)</i> | +2 Ob | +1 Ob | — | — | +1 Ob | +2 Ob |
| | Polearm <i>(longer)</i> | +3 Ob | +2 Ob | +1 Ob | — | — | +1 Ob |
| | Spear <i>(longest)</i> | +4 Ob | +3 Ob | +2 Ob | +1 Ob | — | — |
| | Missile | +5 Ob | +4 Ob | +3 Ob | +2 Ob | +1 Ob | — |