# 8.2 Combat

This chapter introduces all the rules you’ll need for running a fight between two or more characters and/or creatures. They are an extension of the “Sequences” ruleset, so make sure you’re familiar with that as well.

These rules are intended to work with a square grid and miniatures, and could be cumbersome to use without those objects for all but the simplest of fights.

The chapter on Sequences has already laid out the basic structure for turn-based action resolution. This chapter will present many new combat-specific action options, which will mostly come down to various ways to move, attack and defend in such situations.

Combat Basics:

The attack action is arguably the most important rule as far as combat goes – if no one is willing to attack anyone else, we’re not really having a fight, are we? So, what does it look like? Each attack action and attack-like action follows the same pattern, which is the following:

* The attacker declares who he’s targeting and with which weapon.
* He rolls an appropriate Skill Test.
* The defender rolls for defence (either passive or active).
* If the attack overcomes the defence, the attacker deals damage or inflicts some negative condition (prone, disarmed etc.) to the defender.

The variety then comes from the amount of different attack and defence actions to choose from, and their mutual interactions.

Standard Action Options:

A list of combat-related standard actions for use in combat.

Attack:

Make a ‘regular’ attack against an opponent within your line of sight and range/reach.

Depending on the type of weapon used, roll an appropriate Skill Test (Unarmed, Melee, Thrown or Marksman) and counts generated successes.

Then, the defender rolls for defence. At this point, they decide whether to use passive defence (weaker), or active defence (stronger, but consumes Action Dice). Either way, they too count generated successes now.

If the attacker has more successes, the attack hits and deals damage. In case the defender has more successes, they ward off the attack successfully and nothing happens. This is considered an Opposed Test, so in the case of a tie, break it with a fair d6 roll unless someone has an ability which allows them to circumvent this.

### Dealing Damage (Unarmed, Melee and Thrown):

The base amount of damage dealt for these 3 types of attacks depends on the Weight of the attack:

* An attack is **Light** if it’s made with one-handed weapon held with 1 hand;
* It is **Medium** if it’s made with a one-handed weapon held with 2 hands or with a two-handed weapon held in one hand;
* It is **Heavy** if it’s made with a two-handed weapon held with 2 hands.

An Unarmed attack is considered Medium.

|  |  |
| --- | --- |
| **Attack Weight** | **Base Damage** |
| Light | [Weapon Damage] + MIG × 1 |
| Medium | [Weapon Damage] + MIG × 2 |
| Heavy | [Weapon Damage] + MIG × 3 |

### Dealing Damage (Marksman):

Unlike melee and thrown weapons, projectile weapons don’t depend on the user’s strength for impact force, but do depend on the energy embedded in their sinews, mechanisms and cartridges, and a bit of luck. For such weapons, Attack Weight is a property of the weapon and does not depend on how you use it. With that said, base damage with projectile weapons is calculated in the following way:

**[Weapon Damage] × Multiplier**

Weapon damage may depend on the type of ammunition used.

To determine the multiplier, roll a d12 and cross-reference it with the weapon’s Attack Weight in the table below:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Multiplier** | **Attack Weight / d12 roll** | | | |
| **Light** | **Med.** | **Heavy** | **Super** |
| ×0 | … - 0 | … - 0 | … - 0 | … - 0 |
| ×1 | 1 - 4 | 1 - 3 | 1 – 2 | 1 – 2 |
| ×2 | 5 – 8 | 4 – 6 | 3 – 5 | 3 – 4 |
| ×3 | 9 - 12 | 7 - 9 | 6 – 7 | 5 – 6 |
| ×4 | 13 + | 10 - 12 | 8 – 10 | 7 – 8 |
| ×5 | - | 13 + | 11 – 12 | 9 – 10 |
| ×6 | - | - | 13+ | 11 - 12 |
| ×7 | - | - | - | 13+ |

This makes projectile weapons volatile and often dangerous even in amateur’s hands.

### Hit Location:

For most attacks it will be important to determine where exactly they hit. This will be explained in one of the following sections.

### Damage Reduction:

If the target is wearing armour or has another form of damage reduction, total damage dealt may be reduced (see the "Equipment" chapter).

### Wounds:

After subtracting the defender’s Damage Reduction from the damage they receive, they may receive a Wound or a Concussion. For more information, see the “Injury & Death” chapter.

### Allocating Extra Successes:

Any extra success over those generated by the defender may be allocated towards making the attack more effective (increasing damage, bypassing armour etc.). For more information, see the “Special Effects” section.

### Advancement:

For purposes of advancement, the DC of any Skill Test made to attack is equal to the total number of successes generated by the defender.

Brace:

<Placeholder>

Bull Rush:

<Placeholder>

Determining Hit Locations:

The default hit location for all attacks is the largest part of the defender’s body that’s reachable and accessible to the attacker – this will usually be the target’s torso.

In the “Special effects” section:

* Moving the Hit location
* Precise Targeting

In melee combat, if the defender is aware of the attacker and is able to maneuver against them, they may choose to expose a different location (body part) to be the default hit location. This choice can be made for each attack individually, but before any dice are rolled. Doing this awards the attacker with 1 die of Advantage.

Conditional Attack Modifiers:

Prone Position:

<Placeholder>

Size Difference:

<Placeholder>

Poor Visibility:

<Placeholder>

Cover:

<Placeholder>

Range Increment:

The range increment mechanic represents the scaling difficulty of hitting targets as the distance increases.

For every full range increment between the attacker and his target, the DC to hit is raised by one. Use either the weapon’s range increment or the attacker’s own, whichever is lower.

Threatened Zones:

In combat, combatants that are conscious and able to fight (meaning that they are not incapacitated, disabled, dropped prone and similar) threaten the area in their immediate vicinity. Usually, you threaten anything that’s within your natural reach, unless you’re currently wielding a melee weapon that extends your reach.

Threatened areas represent areas of active engagement in combat, in which fighters must act and move carefully, lest they be struck by a vigilant opponent.

The mechanical importance of threatened zones comes through the concept of “Exposing”. Occasionally you’ll see actions described with “Expose yourself to …”, “This action exposes you” or similar. Any time you are Exposed while threatened by a foe, he may use the “Attack of Opportunity” reactive action to attack you (if he has 1 Action Die to spend). More information on this can be found in later sections.

Movement Exposes:

Any time you move (no matter if voluntary or because of being knocked back or some other effect) while in a threatened zone, you are exposed. There are some special actions that permit moving without exposing yourself, but this will be stated explicitly where appropriate.

Note that the text above says ”while in a threatened zone”, meaning that entering a threatened zone from a non-threatened are does **not** expose you.

Standard Action Options (Continued):

* Brace
* Bull Rush
* Charge
* Compel Surrender
* Coup de Grace
* Disengage
* Fire on the run
* Move & Engage
* Reload
* Shift & Action
* Shift Twice

Shift & Action:

When you perform this action, do not discard the action die you just used. Instead, decrease it by 1 (down to a minimum of 1) and use it to perform another standard action (it cannot be “Shift & Action” or “Shift Twice”).

Immediately before or after that action, you may move a distance up to your natural reach without exposing yourself.

Shift Twice:

Move a distance up to twice your natural reach without exposing yourself.

Defending:

It was mentioned earlier that every character and creature gets to roll for defence after getting attacked, and that they can use either passive or active defence.

Remember that everyone has a secondary stat called “Passive Defence Score”, which is usually equal to their Reaction modifier.

Passive Defence:

Passive Defence is a Free Action, meaning that it does not consume Action Dice. The defender rolls a number of 6-sided dice equal to their Passive Defence Score and counts successes (4+). This is **not** a Skill Test, so the use of FoRKs, Vestiges, Effort and other supplementary mechanics is not allowed.

Active Defence:

In the following section, “Reactive Action Options”, there are 7 actions tagged “Active Defence”. They are: Block, Block (Unarmed) Dodge, Dive, Fancy Footwork, Parry and Stand Fast.

Each of them has a Key Skill, which is tested, along with bonus dice rolled equal to the defender’s Passive Defence Score, and the total number of successes is then compared to the attack roll. Since this **is** a Skill Test, the defender can now use FoRKs, Effort and other helping mechanics.

Each of these 7 actions has certain benefits and drawbacks specific to them. However, being Reactive Actions, they each cost an Action Die to use.

### Advancement:

When rolling any Skill as Active Defence, the DC is the total number of successes generated by the attacker. Counts the extra dice from your Passive Defence Score towards the number of dice you rolled.

Unaware Defender:

A character who is unaware of their attacker can’t use Active Defence. They may use Passive Defence, but must re-roll all successes they got on their initial roll.

Reactive Action Options:

This section lists combat-related reactive actions, which serve to provide players and their characters with some agency even when it’s not their turn.

Active Defence - Block:

**Key Skill:** Melee

Attempt to stop the attack with a shield, weapon, or other object you happen to be holding.

To block, you need to know the Block Value (BV) and Damage Reduction (DR) of the item you’re blocking with. You can find out both in the Equipment chapter.

If your Block roll generates fewer successes than the attack roll, but still enough that the difference between the two is equal to or less than the item’s BV, you’re still considered to have blocked successfully.

On a successful block, subtract the item’s DR from the damage dealt (if any). You take the rest as Concussive Damage, disregarding any armour you might be wearing.

Active Defence – Block (Unarmed):

**Key Skill:** Unarmed

Block the attack with your bare hands.

If your Block (Unarmed) roll generates fewer successes than the attack roll, but still enough that the difference between the two is equal to or less than 2, you’re still considered to have blocked successfully.

However, everything a successful block does while you are unarmed is change the hit location to an arm of your choice.

Active Defence – Dodge:

**Key Skill:** Reflex

Evade the attack by moving out of its way\*. You must move to an adjacent location\*\* (without ending up closer to your attacker than you were); otherwise you can’t use Dodge.

\*This move does not Expose you.

\*\*Maximum move = Your natural reach.

**Size Advantage:** If the attacker is larger than you, you get a number of Advantage dice to your Dodge roll equal to the difference between your size categories.

Active Defence – Dive:

**Key Skill:** Acrobatics

Jump and dive onto the ground. You must move\* to an adjacent location\*\* (without ending up closer to your attacker than you were); otherwise you can’t use Dive. When you Dive, you end up prone.

\*This move does not Expose you.

\*\*Maximum move = 2 × Your natural reach.

**Size Advantage:** If the attacker is larger than you, you get a number of Advantage dice to your Dive roll equal to the difference between your size categories.

Against ranged and thrown attacks, factor your prone position into your defence, and if you dive behind some cover, also factor that in as well.

Active Defence - Fancy Footwork:

**Key Skill:** Acrobatics

Perform a fancy maneuver to keep your balance. Can only be used against “Trip” effects.

Active Defence – Parry:

**Key Skill:** Melee or Unarmed

The most aggressive defensive option that’s almost like an attack in its own right. Roll the appropriate key skill as if you were making an attack against your opponent. Your passive defence score is considered to be zero for purposes of this defensive action; only the total number of generated successes is taken as your total defence score.

If you roll more successes than the attacker, you may allocate any extra successes on special effects from both lists (both offensive and defensive).

**Note:** Parrying usually does not inflict damage. However, if you choose the “Increase Damage” special effect, resolve it using the base damage of a regular attack with your used weapon.

Only useful against melee attacks.

<Modifiers for weapon/creature size>

Active Defence - Stand Fast:

**Key Skill:** Athletics

Attempt to firmly remain in your current position.

<Modifiers for creature size>

This form of defence can only be used against “Bull Rush”, “Knock Back”, “Disarm” and “Trip” effects.

Attack of Opportunity:

Once per turn (any other than your own), you may make a melee attack against an Exposed character within your reach. The attack must be with your currently equipped weapon or unarmed.

If the target Exposed themselves by moving voluntarily, they can utilize active defence against attacks of opportunity. It’s generally not allowed when they are forced to move (because of being knocked back, for example). In cases not related to movement, it’s at the GM’s discretion.

Special Effects (Offence):

This section lists special effects on which you can allocate any extra successes after an attack roll.

* Grapple

Choose Hit Location:

Move the location of the hit from the default one to another body part. It costs 1 allocated success if the locations are adjacent, and 2 otherwise. Increase the cost by 1 if the new location is difficult to get to (such as targeting the right arm or leg while attacking from the left side). You cannot move the hit to a location you can't reach.

For humanoids:

* The torso is adjacent to all other locations.
* An arm is adjacent to the torso, the head, and the leg on the same side of the body.

For non-humanoids, practice common sense.

Compel Surrender: -> Standard Action?

<Mythras> Allows the character a chance to force the surrender of a helpless or disadvantaged opponent; for example someone who has been disarmed, is lying prone unable to regain his footing, has suffered a serious (or worse) wound, and so on. Damage is not inflicted on the target, they are only threatened.

Assuming the target is sapient and able to understand the demand, they must test their Composure against the total number of successes allocated to this effect. If the target fails, they capitulate.

Games Masters may wish to reserve Compel Surrender for use against non-player characters only. </Mythras>

**Requires:** Target within melee reach

**Incompatible with other special effects.**

Disarm Opponent:

You can allocate 2 successes towards disarming a target instead of dealing damage (they drop their currently equipped weapon). You must have hit one of the holding arms in order to do this.

Increase cost by 1 if:

* You don't hold an appropriate weapon for disarming (one with a hook or a chain);
* The defender is holding the weapon with 2 hands;
* You want to end up holding their weapon instead of dropping it.

The use of this special effect must be announced before the target performs any reactive actions to defend against the attack, and it allows them to defend with the “Stand Fast” reactive action.

**Incompatible with other special effects.**

Increase Damage:

For melee and thrown attacks, allocating 1 (2) success(es) for this special effect increases damage by 50% (100%) of the base damage dealt.

For ranged attacks, each allocated success adds 1 to the d12 roll used to determine the damage multiplier.

For all types of attacks, this special effect can be stacked as many times as the attacker can afford.

Kill Silently:

???

Knock Back:

???

Mangle:

???

Precise Targeting:

You can spend the additional successes to target specific targets on the defender. Cost is determined in relation to the relative size of the hit location and the intended target:

…

**Avoiding Armour**

…

Sunder:

Deal damage to a piece of armour you hit, or the object the defender used to block. Each allocated success damages it by 1 point.

Trip Opponent:

Allocate 2 successes towards tripping a target instead of dealing damage (they become prone). You must have hit the legs in order to do this. Increase cost by 1 if you don't hold an appropriate weapon for tripping (one with a hook or a chain).

The use of this special effect must be announced before the target performs any reactive actions to defend against the attack, and it allows them to defend with “Stand Fast” and “Fancy Footwork” reactive actions.

**Incompatible with other special effects.**

Special Effects (Defence):

* Overextend opponent