# 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.

Threatened Zones:

<Maybe Engagement 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 – meaning within their reach (which is just their natural reach unless wielding a weapon which extends reach, such as a polearm).

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.

The “Attack” Standard Action:

This is the bread-and-butter Standard Action Option for assaulting one’s opponents, no matter if the intent is to damage and hurt them, or trip, disarm or otherwise impair them. It safe to say that not much of a fight will be had without it.

To perform an attack, select another character or creature within your reach/range, and roll an appropriate Skill Test. Depending on the type of weapon used, if any, you will roll either Melee (Armed), Melee (Unarmed), Throw or Marksman.

After rolling the dice, choose one intent for the attack (intents are described in more detail later):

* **Compel Surrender:** Try to force an opponent to give up and stop fighting, without hurting them.
* **Damage**: Deal damage to the opponent, in an attempt to hurt or kill them. This is the default and most common intent.
* **Disarm**: Force the opponent to drop their weapon (or another object they’re holding).
* **Drop**: Disrupt your opponent’s balance and make them prone.
* **Grapple:** Start grappling and wrestling with your opponent.
* **Sunder:** Attempt to break your opponent’s weapon, armour, or another object on them.

When you choose an intent, the defender rolls for defence. They can use either passive defence, or active defence, which is more potent but requires them to spend an Action Die.

Finally, compare the number of successes both parties got to determine what exactly happens.

Remember that, with Opposed Tests, a tie is broken with a fair d6 roll unless either party has an ability which allows them to overcome this.

Intent – Damage:

When you win the Opposed Test against your opponent’s defence roll, the attack deals damage equal to the sum of its Primary damage and Bonus damage values:

* If the attack uses the Unarmed, Melee or Throw Skill, its Primary damage is equal to the attacker’s Might modifier, plus the damage of the used weapon.
* Primary damage of Marksman-based attacks is just the damage of the used weapon.

For all kinds of attacks, their Primary damage can occasionally be modified by a specific quality of the used weapon, or some other effect.

### Bonus Damage With Projectile Weapons:

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 or cartridges, and a bit of luck.

To portray the volatility of projectile weapons, and the danger they pose even in amateurs’ hands, each Marksman-based attack is accompanied by a “Bullseye Roll”, which has a good chance to add Bonus damage to the attack.

By default, a Bullseye Roll is rolled with a d8. On a roll of 2, the attacker deals double damage, and triple on a roll of 3. With other results, he just deals damage normally.

Some especially powerful weapons use a d6 or a d4 for Bullseye Rolls, and extraordinarily volatile weapons can deal quadruple damage on a roll of 4.

### Scaling Damage For Size:

If the attacker and defender are not creatures of the same size category, scale the total damage dealt according to table XXX on page YYY.

### Wounds:

Wounds will be described in more detail in the “Injury & Death” chapter, but for now, let’s just say that Wounds are rated on a scale from 1 to 5, with level 1 Wounds being minor nuisances, and level 5 Wounds having a good change to put the victim out of commission permanently.

The level of Wound inflicted upon the defender by a successful attack is equal to the total damage dealt by the attack divided by the defender’s Constitution score (rounded down).

### Armour:

If the target is wearing armour or has another form of damage reduction, the level of the Wound they receive can be reduced (for more information, see the "Equipment" chapter).

Allocating Extra Successes:

When making an attack with the Damage intent, any extra success over those generated by the defender may be allocated towards making the attack more effective.

### Increase Damage:

For Marksman-based attacks, each success you allocate to this effect allows you to roll an extra die for the Bullseye Roll and then pick the best result.

For all other attacks, you get flat damage bonuses: 2 allocated successes gives you 100% of the attack’s Primary damage as Bonus damage, and 1 allocated success gives 50% of the attack’s Primary damage as Bonus damage (the distinction is sometimes important because of number rounding).

You can allocate any number of extra successes on this effect for each attack.

### Kill Silently:

???

### Knock Back:

Only for Melee attacks.

If you decide to Knock Back, the target must succeed on an Athletics test with DC equal to the number of successes you allocated for this effect or be pushed back 1Qo. <Distance if attacker is not Medium?> The attacker can double this distance if the target fails their Athletics test by 3 or more.

Double the DC if attacking with a Bludgeoning weapon, and apply usual adjustments if you’re not of the same size category (power of 2 scale, benefit larger creature).

Intent – Disarm:

Force the opponent to drop their weapon, shield, or another object they’re holding.

A Disarm attempt is usually successful when you win the Opposed Test against your opponent’s defence roll. However, for each of the following conditions that’s true, you must get 1 more success over the defender in order to Disarm successfully:

* They hold the targeted object with two hands.
* You’re not using a weapon that’s appropriate for disarming (one with a hook or a chain).
* You want to end up holding the targeted object instead of dropping it to the ground.

**Only for Melee- and Unarmed-based attacks.**

Intent – Drop:

Disrupt your opponent’s balance and knock them prone.

This is a difficult maneuver, and you must often Expose yourself to fully accomplish it (attacker’s choice).

A Drop attempt is usually successful when you win the Opposed Test against your opponent’s defence roll. However, for each of the following conditions that’s true, you must get 1 more success over the defender in order to Drop successfully:

* You’re not using a weapon that’s appropriate for disarming (one with a hook or a chain).
* The target is especially stable (for example, standing on 4 legs).
* You choose not to Expose yourself for purposes of achieving the maneuver.

**Note:** The attacker chooses whether to Expose themselves after rolling their dice, but before the target rolls for defence. If they opt to do so, any Attacks of Opportunity are also made before the target rolls for defence.

**Only for Melee- and Unarmed-based attacks.**

Intent – Grapple:

Start grappling and wrestling with your opponent.

**You can start grappling only after a successful Unarmed attack.**

<STUB>

Intent – Sunder:

<STUB>

Attack Roll Size Adjustments:

All attacks are subject to Size Adjustment (as described on page XXX) when the attacker and defender are not of the same size category.

For Melee attacks, the bigger creature is at an advantage. What that means is:

* When attacking a creature smaller than yourself with such an attack, gain a number of Automatic Successes equal to the difference between your size categories.
* When defending against a creature smaller than yourself making such an attack, gain a number of Automatic Successes equal to the difference between your size categories (only when using active defence).

For Ranged attacks, the situation is reversed:

* When attacking a creature larger than yourself with such an attack, gain a number of Automatic Successes equal to the difference between your size categories.
* When defending a creature larger than yourself making such an attack, gain a number of Automatic Successes equal to the difference between your size categories (only when using active defence).

**Note:** These adjustments, combined with rules for damage scaling according to size, make it so that close combat against creatures much bigger than yourself is a difficult, and often deadly endeavour.

Conditional Attack Modifiers:

Prone Position:

<Placeholder> (+/-2 CM)

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.

Damage Scaling Table:

The table below is used for scaling total damage dealt when a character is attacking a creature that’s not the same size category as him.

**Usage Tip:** First, fixate a row by looking up the original damage the character dealt in the left-most column. Then, upscale or downscale the damage, based on whether the character is larger or smaller than the creature (respectively).

**Note:** The table is large enough to accommodate almost all values that you should encounter during play. However, if you manage to go out of its bounds, turn to page XXX.

Defending:

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Original**  **Damage** | **Scaled damage according to relative SIZE (Attacker’s – Defender’s)** | | | | | | | | | | |
| **-5** | **-4** | **-3** | **-2** | **-1** | **0** | **+1** | **+2** | **+3** | **+4** | **+5** |
| **1** | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 |
| **2** | 0 | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 8 | 12 |
| **3** | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 9 | 12 | 18 |
| **4** | 0 | 1 | 1 | 2 | 3 | 4 | 6 | 8 | 12 | 16 | 24 |
| **5** | 0 | 1 | 1 | 2 | 3 | 5 | 7 | 10 | 15 | 20 | 30 |
| **6** | 1 | 1 | 2 | 3 | 4 | 6 | 9 | 12 | 18 | 24 | 36 |
| **7** | 1 | 1 | 2 | 3 | 5 | 7 | 10 | 14 | 21 | 28 | 42 |
| **8** | 1 | 2 | 3 | 4 | 6 | 8 | 12 | 16 | 24 | 32 | 48 |
| **9** | 1 | 2 | 3 | 4 | 6 | 9 | 13 | 18 | 27 | 36 | 54 |
| **10** | 1 | 2 | 3 | 5 | 7 | 10 | 15 | 20 | 30 | 40 | 60 |
| **11** | 1 | 2 | 4 | 5 | 8 | 11 | 16 | 22 | 33 | 44 | 66 |
| **12** | 2 | 3 | 4 | 6 | 9 | 12 | 18 | 24 | 36 | 48 | 72 |
| **13** | 2 | 3 | 4 | 6 | 9 | 13 | 19 | 26 | 39 | 52 | 78 |
| **14** | 2 | 3 | 5 | 7 | 10 | 14 | 21 | 28 | 42 | 56 | 84 |
| **15** | 2 | 3 | 5 | 7 | 11 | 15 | 22 | 30 | 45 | 60 | 90 |
| **16** | 2 | 4 | 6 | 8 | 12 | 16 | 24 | 32 | 48 | 64 | 96 |
| **17** | 2 | 4 | 6 | 8 | 12 | 17 | 25 | 34 | 51 | 68 | 102 |
| **18** | 3 | 4 | 6 | 9 | 13 | 18 | 27 | 36 | 54 | 72 | 108 |
| **19** | 3 | 4 | 7 | 9 | 14 | 19 | 28 | 38 | 57 | 76 | 114 |
| **20** | 3 | 5 | 7 | 10 | 15 | 20 | 30 | 40 | 60 | 80 | 120 |
| **21** | 3 | 5 | 7 | 10 | 15 | 21 | 31 | 42 | 63 | 84 | 126 |
| **22** | 3 | 5 | 8 | 11 | 16 | 22 | 33 | 44 | 66 | 88 | 132 |
| **23** | 3 | 5 | 8 | 11 | 17 | 23 | 34 | 46 | 69 | 92 | 138 |
| **24** | 4 | 6 | 9 | 12 | 18 | 24 | 36 | 48 | 72 | 96 | 144 |
| **25** | 4 | 6 | 9 | 12 | 18 | 25 | 37 | 50 | 75 | 100 | 150 |
| **26** | 4 | 6 | 9 | 13 | 19 | 26 | 39 | 52 | 78 | 14 | 156 |
| **27** | 4 | 6 | 10 | 13 | 20 | 27 | 40 | 54 | 81 | 18 | 162 |
| **28** | 4 | 7 | 10 | 14 | 21 | 28 | 42 | 56 | 84 | 112 | 168 |
| **29** | 4 | 7 | 10 | 14 | 21 | 29 | 43 | 58 | 87 | 116 | 174 |
| **30** | 5 | 7 | 11 | 15 | 22 | 30 | 45 | 60 | 90 | 120 | 180 |
| **31** | 5 | 7 | 11 | 15 | 23 | 31 | 46 | 62 | 93 | 124 | 186 |
| **32** | 5 | 8 | 12 | 16 | 24 | 32 | 48 | 64 | 96 | 128 | 192 |
| **33** | 5 | 8 | 12 | 16 | 24 | 33 | 49 | 66 | 99 | 132 | 198 |
| **34** | 5 | 8 | 12 | 17 | 25 | 34 | 51 | 68 | 102 | 136 | 204 |
| **35** | 5 | 8 | 13 | 17 | 26 | 35 | 52 | 70 | 105 | 140 | 210 |
| **36** | 6 | 9 | 13 | 18 | 27 | 36 | 54 | 72 | 108 | 144 | 216 |
| **37** | 6 | 9 | 13 | 18 | 27 | 37 | 55 | 74 | 111 | 148 | 222 |
| **38** | 6 | 9 | 14 | 19 | 28 | 38 | 57 | 76 | 114 | 152 | 228 |
| **39** | 6 | 9 | 14 | 19 | 29 | 39 | 58 | 78 | 117 | 156 | 234 |
| **40** | 6 | 10 | 15 | 20 | 30 | 40 | 60 | 80 | 120 | 160 | 240 |

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.

Passive Defence:

Passive Defence is a Free Action, meaning that it does not consume Action Dice. The defender rolls a Reflex Skill Test to oppose the attacker’s roll. This test is made as if the defender had no Ranks or Specializations in the Reflex Skill, and no helpful special rules (such as Effort) may be used, nor any Traits or Perks, unless they specifically state that they affect passive defence as well. So, most of the time, it will be just your Reaction modifier that affects your Passive Defence rolls.

Exceptionally, Passive Defence may still be affected by Circumstance Modifiers (positive or negative) and The Rule of the Ellipse.

No Test for advancement of the Reflex Skill may be gained when using passive defence.

Active Defence:

In the following section, “Reactive Action Options”, there are 6 actions tagged “Active Defence”. They are: Block, Dodge, Dive, Fancy Footwork, Parry and Stand Fast.

Each of them has a Key Skill which is tested to oppose the attacker’s roll.

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.

Unaware Defender:

A character who is unaware of their attacker can’t use Active Defence. They may use Passive Defence, but with a -2 CM penalty.

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 (in this case, the Key Skill will be Melee (Armed)), or even bare-handed (Key Skill is then Melee (Unarmed)).

The effects of defending by blocking are as follows:

* Your attacker receives +1 Automatic Success to their attack roll (because you’re directing your force towards their attack and not away from it), but:
* If your Block roll generates fewer successes than the attack roll, but still enough that the difference between them is 2\* or less, you get the effect of a Partial Block.

\***Note:** This value can be higher when holding something large in your hands, especially shields.

### Partial Block:

When a Partial Block happens, the enemy still hits you and deals damage as they normally would, but you get to subtract the Damage Reduction (DR) of the item your blocking with from the damage dealt, and take the rest as Concussive Damage.

For DR values of various weapons and shields, see the Equipment chapter (page XX). For improvised shields and similar, use the following guidelines:

* Small object held in one hand: 3-4 DR
* Medium-sized object : 6 DR (+1 if especially sturdy)
* Large object held with two hands, such as a weapon: 8DR (+2 if especially sturdy)
* Very large object held with two hands, such as a chair or table: 12DR (+3 if especially sturdy)

<TODO + Object may break>

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 Adjustment:** Any size adjustment benefiting an attacker larger than you is negated.

**Note:** The use of Dodge (or Dive; see below) is often preferable to blocking if you’re unarmed.

Active Defence – Dive:

**Key Skill:** Reflex

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 Adjustment:** Any size adjustment benefiting an attacker larger than you is negated.

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 “Drop” 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.

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 size>

Active Defence - Stand Fast:

**Key Skill:** Athletics

Attempt to firmly remain in your current position.

This form of defence can only be used against “Bull Rush”, “Disarm” and “Drop” 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 (Defence):

* Overextend opponent

Attack & Defence Summary:

Asdf…

Attack Summary:

Standard action. Roll the appropriate Skill Test (Melee (Armed), Melee (Unarmed), Throw or Marksman) depending on the type of attack. Then, choose intent:

* **Compel Surrender**
* **Damage**; With this intent, any extra successes may be allocated for one of the following effects:
  + Increase Damage
  + Kill Silently
  + Knock Back
* **Disarm**
* **Drop**
* **Grapple**
* **Sunder**

If the enemy fails to defend (either actively or passively), enact the effects of the attack. Don’t forget to adjust the attack roll and damage dealt for creature size. If dealing damage, divide it by the enemy’s Constitution score – the result is the level of the wound suffered by the target (it can be reduced by armour).

Defence Summary:

To defend actively, you must spend AD. The following forms of active defence exist:

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Name** | **Key Skill** | **Against** | **Special** |
| Block | Melee (Armed) |  |  |
| Block (Unarmed) | Melee (Unarmed) |  |  |
| Dodge | Reflex | Any |  |
| Dive | Reflex | Any |  |
| Fancy Footwork | Acrobatics | Drop |  |
| Parry | Melee (Any) | Melee attacks |  |
| Stand Fast | Athletics | Bull Rush,  Disarm,  Drop |  |

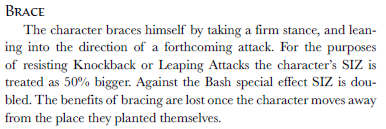
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More Standard Actions:

Now that the basic structure for attacking and defending is laid out, we’ll present some additional Standard Action Options to spice up your combat experience.

Brace:

<TODO>



Bull Rush:

<TODO>

Charge:

Move up to your move distance towards an enemy you can reach (you must move in a straight line), then attack the enemy with a Melee or Unarmed attack, as per the rules of the “Attack” action, but with a +1 CM bonus.

Until the start of your next turn, all attacks against you receive a +1 CM bonus.

Compel Surrender:

<TODO (or scrap this?)>

Coup De Grace:

Finish off an adjacent helpless foe.

Fire on the Run:

<TODO>

Reload:

Some weapons, most notably crossbows and firearms, need to be reloaded every once in a while. Reloading is a Standard Action just like any other, though you’re Exposed when you do it.

Total Defence:

<TODO>

Shift Actions:

Shift:

“Shifting”, in combat, means moving a distance up to your Shift Speed characteristic without Exposing yourself.

Shifting once is a Swift Action.

Remember that a character’s Shift Speed must always be strictly lower than their Movement Speed, and if they’re slowed down enough, their Shift Speed may be reduced to 0, in which case this action cannot be used (same goes for the “Shift Twice” action).

Shift Twice:

As a Standard Action, you may Shift twice in a row.

Special Effects (Offence):

<deprecated>

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

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 Willpower 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.**

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.

</deprecated>