

ADVANCED FIGHTING FANTASY

A SOURCEBOOK FOR ADVANCED FIGHTING FANTASY



GRAHAM BOTTLEY



Arion Games

Combat Companion

For the Advanced Fighting Fantasy Roleplaying Game

Graham Bottley

*Incorporating elements derived from the original Advanced Fighting Fantasy books written by
Marc Gascoigne and Pete Tamlyn*

Within this book will be found a huge number of optional rules, new additions and new ideas to add into an existing or new AFF Campaign, and useful for both Player and Director.

Within you will find:

- * Four new Special Skills
- * Twelve new Talents
- * New Critical and Fumble tables
- * Ten Alternative combat rules
- * Twelve new Combat Options
- * Martial Arts rules and nine styles
- * New Combat Magic school
- * Seventeen new Spells
- * Master and Acquired Magic weapons and armour
 - * New weapons, armour and equipment
 - * Mounted combat rules and new mounts

Don't let those flashy spellcasters grab all of the glory! Buckle on your swordbelt, grab your trusty shield and find glory in battle!

REQUIRES THE ADVANCED FIGHTING FANTASY 2e RPG

Acknowledgements

This book has taken years for the various concepts and ideas to coalesce from gamers around the world as well as from my own gaming group. Thanks go to everyone who has ever passed on ideas or thoughts, and there are far too many to thank individually!

As usual, my family require special thanks, because it is due to them that my brain can keep on writing, but also everyone involved in Advanced Fighting Fantasy in any way!

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CHAPTER 1 - INTRODUCTION

The Combat Companion that you are reading now has, in some fashion, been planned for many years. Since releasing the Advanced Fighting Fantasy 2e core rulebook ten years ago, my own group, and that of many others, have accumulated various house rules, improvements and alterations to the rules. Some of these work for a particular gaming group, and others have become more widespread via forums and social media.

Some of these house rules and alterations were incorporated into the later Stellar Adventures rulebook, becoming at least partially “official”. Others have been used by our own group as to seem official. The fact that most of these house rules involved combat, along with the idea (taken from other games) of templates to apply to monsters made a Combat Companion a sensible idea.

The compilation of these various rules, ideas and options has slowly coalesced from a collection of jotted notes, to some word documents, to this book. It is a bit of a compilation of various rules and ideas, but hopefully they will be of some use to improve and expand your games.



Part of the reason that a Combat Companion was a priority over, say, a Magic Companion, is that there have already been new magical styles described in the Heroes Companion and so there are plenty of spells and effects to choose from for a player of a magical character. The other part of the reason is that as magical characters grow in experience and power, they acquire new and more powerful spells, be able to cast spells more easily and can cast more per day.

Fighters, warriors, soldiers and knights however make small gains in SKILL and their special skills and get slightly better over time, all the while being able to do the same old thing every combat round. The optional and alternative rules presented in this book provide ways for a sword-wielding Hero to have more impact in combat and to get better still as they become more experienced.

The new material is generally available for both Players and Directors to make use of. The new combat options can be used by both Heroes and monsters alike, and the Combat Magic can certainly be utilised by various humanoids. Although the rules in this book will give the Heroes more options and power, they will also even the score at times for the monsters. Players should be aware of this so that they are not “bushwacked” by the new rules!

The Monster templates provided at the end of the book are primarily designed to allow the Director to quickly and easily generate a wide range of specialised and more powerful enemies for the Heroes to face. They can also be used for rapid NPC (or even hireling) generation. The Heroes need to hire a couple of toughs in town to help with a quick job? Use a SKILL 5 STAMINA 5 basic human and apply the Enforcer Template. Visiting the Town Wizard? Basic human again with the Wizard template. These Templates can be mixed and matched for NPC’s as appropriate by the Director to create whatever specialists the Heroes might meet.

As with any collection of new and alternative rules, it should not be assumed that every single one will be dropped into a campaign immediately. The Director is always the final arbiter of which new rules are used and which are not. It is usually a good idea to introduce these gradually, especially with an ongoing campaign or a group with long experience of the core rules. However, as mentioned above, if a particular rule is introduced it should apply to everyone, both Hero and monster.

It is also possible to use most of the new rules in this book for Stellar Adventures, either as-is or with minor adjustments. The Monster Templates can equally be applied to aliens and alien creatures as to fantasy monsters.

However you choose to use this book, it should hopefully provide extra options and alternative ways of running Advanced Fighting Fantasy.

The following page contains a checklist of the optional, new and alternative rules presented in this book. The Director can use this page to easily keep track of which options are used and which are not. If the box is ticked, the alternative rule is in play!

OPTIONAL RULES CHECK LIST

Chapter 2 - Hero Creation

Limited Special Skills	p7	<input type="checkbox"/>
Blessed by the Gods	p9	<input type="checkbox"/>

Chapter 3 - Special Skills & Talents

Special Skills

Assess Enemy	p11	<input type="checkbox"/>
Martial Arts	p11	<input type="checkbox"/>
Monster Lore	p12	<input type="checkbox"/>
Running	p12	<input type="checkbox"/>

Talents

Barfighter	p13	<input type="checkbox"/>
Battle Rider	p13	<input type="checkbox"/>
Combat Caster	p13	<input type="checkbox"/>
Defender	p13	<input type="checkbox"/>
Duellist	p13	<input type="checkbox"/>
Evasive	p14	<input type="checkbox"/>
Hunter	p14	<input type="checkbox"/>
Inspiring Leader	p14	<input type="checkbox"/>
Lucky Punch	p14	<input type="checkbox"/>
Resilient	p14	<input type="checkbox"/>
Sniper	p14	<input type="checkbox"/>
Specialist	p14	<input type="checkbox"/>

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Critical Tables	p15-17	<input type="checkbox"/>
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Alternative Rules

Leaving Combat	p20	<input type="checkbox"/>
Revised Armour Req.	p20	<input type="checkbox"/>
Powerful Blows	p20	<input type="checkbox"/>
Ranged Attack target number	p21	<input type="checkbox"/>
Ubiquitous Dodging	p21	<input type="checkbox"/>
Luck in Combat	p21	<input type="checkbox"/>
Weapon Reach	p22	<input type="checkbox"/>
Hero Death		

Gritty	p22	<input type="checkbox"/>
Luck	p22	<input type="checkbox"/>

Multiple Monster Attacks	p23	<input type="checkbox"/>
Fluid modifiers	p23	<input type="checkbox"/>

Combat Options

Assist	p23	<input type="checkbox"/>
Bypass armour	p23	<input type="checkbox"/>
Cautious Attack	p24	<input type="checkbox"/>
Charging Attack	p24	<input type="checkbox"/>
Disarm	p24	<input type="checkbox"/>
Dodging Attack	p24	<input type="checkbox"/>
Double Shot	p25	<input type="checkbox"/>
Frenzied Attack	p25	<input type="checkbox"/>
Stand Firm	p25	<input type="checkbox"/>
Sniper Shot	p26	<input type="checkbox"/>
Tumbling Attack	p26	<input type="checkbox"/>
Whirlwind Attack	p26	<input type="checkbox"/>
Learned Combat Options	p25	<input type="checkbox"/>

Chapter 5 - Martial Arts Styles

Cangui	p27	<input type="checkbox"/>
Hac-Quel-Rat	p27	<input type="checkbox"/>
Kappa	p27	<input type="checkbox"/>
Ki-Rin	p28	<input type="checkbox"/>
Kreehul	p28	<input type="checkbox"/>
Mukade	p28	<input type="checkbox"/>
Pelagine	p28	<input type="checkbox"/>
Shikome	p28	<input type="checkbox"/>
Tatsu	p28	<input type="checkbox"/>

Chapter 6 - Combat Magic

Magic-Warrior Mage special skill	p29	<input type="checkbox"/>
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Chapter 7 - New Equipment

Master Weapons	p33	<input type="checkbox"/>
Acquired Traits	p34	<input type="checkbox"/>

General Equipment

Ball Bearings	p35	<input type="checkbox"/>
Caltrops	p35	<input type="checkbox"/>
Fire Dust	p35	<input type="checkbox"/>

New Weapons

Armoured Fist	p36	<input type="checkbox"/>
Bastard Sword	p36	<input type="checkbox"/>
Cleaver	p36	<input type="checkbox"/>
Elven Longknife	p36	<input type="checkbox"/>
Greathammer	p36	<input type="checkbox"/>
Repeating Crossbow	p36	<input type="checkbox"/>
Scimitar	p36	<input type="checkbox"/>

New Armour

Armoured Fist	p37	<input type="checkbox"/>
Great Helm	p37	<input type="checkbox"/>
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Scale Armour	p37	<input type="checkbox"/>
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Chapter 8 - Mounted Combat

Expanded Rules	p42	<input type="checkbox"/>
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Mounted Combat Options

Barge	p43	<input type="checkbox"/>
Break Out	p43	<input type="checkbox"/>
Charging Attack	p43	<input type="checkbox"/>
Rear Up	p43	<input type="checkbox"/>
Trample	p43	<input type="checkbox"/>
Whirl	p43	<input type="checkbox"/>

CHAPTER 2 - HERO CREATION

The standard Advanced Fighting Fantasy character creation process generates Heroes that are really very competent, and capable of facing down many of the monsters and terrors of Titan. Even so, it will take a while before they are able to take down a Dragon or powerful Demon due to the relatively slow progression.

Some groups, however, prefer to go along the full “zero to hero” approach found in many other fantasy games, starting the characters when they are relative nobodies and following the very long story arc to greatness. Others may prefer to start their characters as even more powerful than usual.

This chapter offers various options for altering the starting competency of the Heroes, all the way from “normal people” to highly experienced and very powerful. These rules can be used at the start of a new campaign to change the dynamic, or can be used to create more experienced replacement Heroes for an existing game.

Although it may seem counterintuitive to start Heroes off at a very meagre level, the challenge of defeating a small group of goblins or a single troll can be somewhat refreshing to players used to the more capable Heroes of a “standard” game.

Option: Standard AFF Hero progression can, in some cases, see Players improving a single special skill rather rapidly. Focussing only on that special skill (especially a weapon) can make a Hero extremely dangerous with a fairly small amount of XP points.

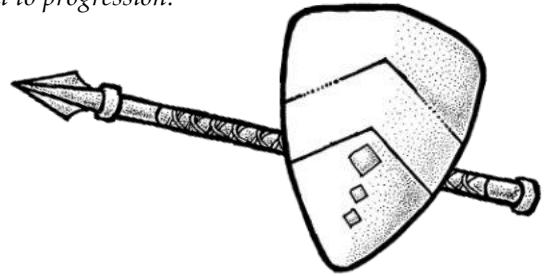
If this option is used, the special skills of a Hero are limited to half of their SKILL score. Knowledge or magical special skills can be limited to half of MAGIC if the player prefers.

The limits are:

SKILL	Special skill maximum
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6

Thus a Hero with 5 SKILL could have their Swords special skill at a maximum of 3. In order to increase that special skill to 4, they would have to increase their SKILL to 7.

This option forces Players to spread their XP points further rather than specialise, and makes SKILL (or MAGIC) more central to progression.



Heroes of different starting ability

Using the rules in this chapter, a Hero can be created along a range from absolute novice up to highly experienced. It is recommended that all Heroes created at the same time use the same “power level”. The core AFF2e book produces Heroes of the “Veteran grade”.

There are various “grades” of hero that you can create with this process:

Civilian
Novice
Competent
Veteran
Expert
Master
Champion



The grade chosen will affect the Characteristic points, special skills, Talents and starting spells and equipment.

Combat Companion

Example: We decide to create a Novice Hero for a new campaign. Although not quite an unskilled commoner, this new Hero will have little experience and will be fairly green!

Characteristics

The starting Characteristics for a new Hero remain the same as in the AFF2e core rulebook, and additional points from being an Elf, Dwarf or Human remain the same as the standard rules:

SKILL	4
STAMINA	8
LUCK	8
MAGIC	0

The number of improvement points available at character creation does however vary with grade as shown on the table below:

<i>Grade</i>	<i>Points</i>
Civilian	2
Novice	5
Competent	7
Veteran	8
Expert	9
Master	10
Champion	11

The maximum number of points that may be allocated to each characteristic at this stage also varies by grade, with the exception of LUCK which remains at a maximum of 3 points. Remember that every point allocated to STAMINA increases that characteristic by 2.:

MAXIMUM BENEFITS

	<i>SKILL</i>	<i>STAMINA</i>	<i>MAGIC</i>
Civilian	0	+1	+2
Novice	+1	+3	+5
Competent	+2	+3	+6
Veteran	+3	+4	+7
Expert	+4	+5	+8
Master	+5	+6	+9
Champion	+6	+7	+10

Example: Our new Novice Hero starts with the standard 4/8/8 in their Characteristics. They have only 5 points to distribute, with one able to go into SKILL, three into STAMINA, all five into MAGIC or three into LUCK.

We decide to place one into SKILL, two into STAMINA and two into LUCK.

<i>SKILL:</i>	5
<i>STAMINA:</i>	12
<i>LUCK:</i>	10



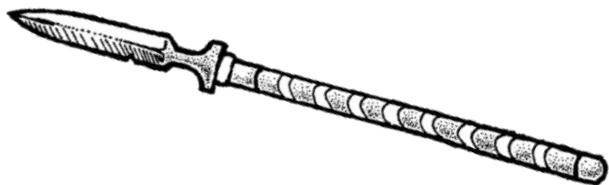
Special Skills

A newly created Hero of any grade will still receive the free special skill points allocated to humans, dwarves and elves.

When it comes to the special skill points chosen by the player, the number chosen and the points assigned to each, the grade determines these and they are specified below. If the optional rule (above) limiting special skill rank by SKILL is used, it does not apply to these ranks. The Player may still choose their special skills according to the usual rules, although a Civilian Hero cannot take the Magic-Wizardry or Magic-Sorcery special skills.

	4 Points	3 Points	2 Points	1 Point
Civilian				3
Novice			1	4
Competent			2	5
Veteran			3	6
Expert		1	4	5
Master		2	5	4
Champion	1	3	6	3

Example: As a Novice Hero, we only have one special skill at 2 and another 4 at 1 point. Our new Hero has Swords at 2, and Riding, Healing, Bows and Armour at 1 each.



Talents

Elf and Dwarf characters receive the Darkseeing Talent as usual. Rather than automatically receiving a single Talent, a Hero will receive a number as determined by their grade:

	Talents
Civilian	0
Novice	1
Competent	1
Veteran	1
Expert	2
Master	2
Champion	3

Option: As a further option, especially if playing a truly heroic campaign or starting with Novice heroes, a Director may wish to use the "Blessed by the Gods" option. This allows every character to choose an additional Talent. This will improve the survivability of Novice characters and add even more to the power of Champions!

Example: Novice Heroes have a single Talent, but our Director is using the Blessed by the Gods option and so we have two. We choose Strongarm and Combat Reactions as we are creating a warrior-type character.



Finishing Off

Social Scale is unaffected by this mode of Hero creation, as are Magic Points and the starting number of Wizardry and Minor Magic spells, as these are dependent on the Characteristics and Special Skills.

The maximum level of Wizardry spells chosen does however vary:

	Maximum
Civilian	0 (Minor Magic only)
Novice	1
Competent	2
Veteran	4
Expert	4
Master	6
Champion	8

Sorcerers of Veteran grade or higher start with all of their spells as normal. A Novice Sorcerer only starts knowing the six 4-point spells (ZAP, HOT, FOF, WAL, LAW & DUM). These are powerful, but a Sorcerer of this grade will only be able to cast 1 or 2 of these spells each day.

A Competent Sorcerer starts knowing these six spells plus six more of their choice.

A Sorcerer may learn a new spell from their spellbook at the end of each game session without needing to pay XP.



A Civilian character starts only with 2D6 gp.

A Novice, Competent or Veteran Hero starts with the normal equipment listed on page 34 of AFF2e.

An Expert, Master or Champion character will start with more money, equipment, spell components and even magical items as determined by the Director. It is likely that a Master or Champion Hero would have any normally available equipment of their choice.

Example: The new Novice Hero has no spells, and Social Scale is determined normally. We also start with the normal equipment described in the AFF core rule book.

Master Hero Example:

We need to create a Master Her to join a long-running campaign and use these rules. We still start the process with SKILL 4, STAMINA 8 and LUCK 8, although we have a pool of 10 points to spend.

We put 3 into LUCK, which is the maximum allowable. We also put 5 into SKILL, again the maximum, and two into STAMINA. Our starting characteristics are:

SKILL	9
STAMINA	12
LUCK	11

We also have the following Special Skills:

Swords	3
Armour	3
Bows	2
Climb	2
Healing	2
Sneaking	2
Trap Knowledge	2
Brawling	1
Evaluate	1
Locks	1
Riding	1

We also choose the following 2 Talents:

*Strongarm
Defender*

We also of course will receive whatever normal benefits accrue from being a Human or a Dwarf etc.

We do not have any spells to choose for this character, but do get whatever normal equipment we choose (using some common sense of course).

The Director also assigns us a Magical Sword as a reward for the adventures our Master has already survived. Our new Hero is now ready to join their experienced companions!

CHAPTER 3 - NEW SPECIAL SKILLS & TALENTS

There are several new Special Skills and Talents available for Heroes to take, either at the character creation stage or else at a later stage. The Director may require a Hero locate an appropriate teacher or trainer for some of these Special Skills..

Special Skills

Martial Arts

This combat Special Skill allows a Hero to use their fists, feet, elbows, knees and even heads as deadly weapons. Although there is a little crossover with Brawling, this Special Skill is highly formalised, with specific moves, attacks and stances. Unlike other attacks, this “weapon” inflicts greater damage as the martial artist increases their rank. A Hero attacking with this special skill may not wear metal armour or use a shield due to the restriction in movement.

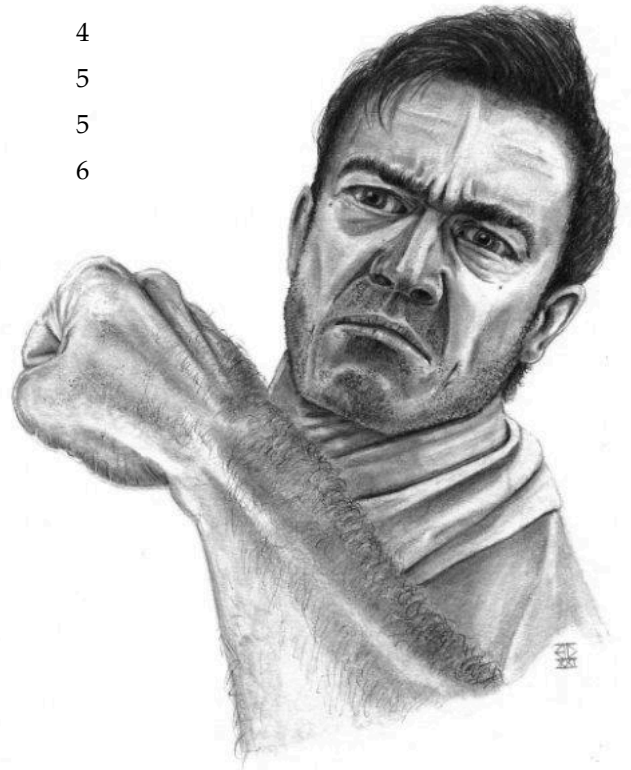
Martial Arts Damage

	1	2	3	4	5	6	7+
Martial Arts 1	1	1	1	2	2	2	3
Martial Arts 2	1	1	2	2	3	3	4
Martial Arts 3	2	2	2	3	3	3	4
Martial Arts 4	2	3	3	3	3	4	5
Martial Arts 5	2	3	3	3	4	4	5
Martial Arts 6	2	3	3	4	4	5	6

Monster Lores

This knowledge Special Skill provides general and specialist knowledge of some of the creatures that can be found on Titan. There are several versions of the Special Skill, and each must be taken separately. If a Hero makes a successful test against this Special Skill, they are able to identify what the creature is and some basic details such as whether it has high, medium or low SKILL and STAMINA (compared to the Hero), an overview of what special abilities it might have and whether it has more than one attack. A Critical will reveal specific details, but a fumble will result in misleading information.

The various specialities of this Special Skill are described on the following page. A Director may wish to create new Specialities or break down any of the existing ones further or assign them only to a particular region or continent:



Animal

This speciality refers to any creature listed with the type of Animal, Reptile, Fish, Bird, Insect, Amphibian, Crustacean or Mollusc. Generally any “normal” creatures that are not overtly magical or intelligent.

Construct

Creatures within this speciality are those that have been created and include Golems, Living Statues and other artificial beings. This Special Skill does not stretch to how these creatures are created, other than in general terms, but may certainly reveal weaknesses.

Demon

Much favoured both by those that summon and those that battle Demons, this speciality focuses on those creatures that hail from The Pit and other nether regions.

Humanoid

A very common speciality, this one includes knowledge of the many and varied bipedal creatures that call Titan home. Everything from Goblins and Mudclaws to Ogres and Trolls, this speciality may also include knowledge of culture and society as well as physical attributes.

Monster

Effectively, this speciality covers all creatures not covered by the others. Hybrid creatures such as Manticores are included as are other weird and wonderful beasts.

Plant

There are many dangerous plants on Titan, and this speciality provides knowledge of many. Identifying them is often the best defence given their usually limited mobility, but if you do get caught by one, you need to know how to escape!

Undead

There are many types of undead on Titan, each with its own powers and weaknesses. Some undead can only be harmed by certain weapons or magics and if you do not have such a weapon, running away is by far the best option!!

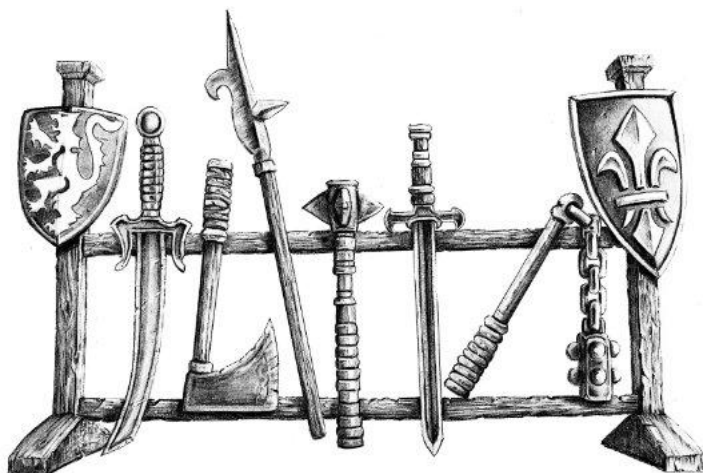
Assess Enemy

This special skill is different and separate from the Monster Lore special skills. Those special skills will provide specific information about the capabilities, vulnerabilities and resistances of a monster, as well as it’s habitat, ecology and behaviour.

This special skill, by contrast, will allow a Hero to roughly gauge the combat capability of an enemy of any type. The Hero must see the enemy fighting (it need not be fighting the Hero!) for at least a round and then must make a special skill test. If the test is failed, it cannot be tried again during this combat. If the test is a success, the Hero will know roughly what SKILL and STAMINA the enemy has (see below) and whether it has a special combat bonus such as modifiers to damage or armour rolls. It will not provide information on any other special abilities.

<i>SKILL Difference</i>	<i>“What is Known”</i>
-5 or more	Terrible
-4 to -2	Poor
-1 to +1	Same
+2 to +4	Good
+5 or more	Excellent

<i>STAMINA Difference</i>	<i>“What is Known”</i>
-10 or more	Terrible
-9 to -3	Poor
-2 to +2	Same
+3 to +9	Good
+10 or more	Excellent



Running

This movement Special Skill allows a Hero to increase their running pace. Although in AFF distance moved is often abstract, the Director can certainly use the Special Skill to see if a character can outrun an enemy, escape from a rolling ball trap or reach a door before someone else.

New Talents

This part of the chapter provides several new Talents available for Heroes to take at character creation or later with XP and can also be applied to select NPC's. As with all Talents, the Director has the final say as to whether any particular Talent is allowed in a game.

Barfighter

This Hero is a master of the broken-bottle scrap, the table-jumping and chair-swinging melee. If they are using a brawling weapon or are unarmed, they can make use of their surroundings (furniture, light hangings, dust on the floor or even trees) to add a +1 bonus to their attack total OR +1 to their damage roll OR +1 to their armour roll. The type of bonus can change from round to round, but must be decided at the start of each round, before any rolls are made.

Battle Rider

This Talent makes the character comfortable in the saddle and able to control their mount in battle with precision accuracy. Each combat round, the Hero may assign a special +1 bonus to either their own or their mounts combat total (but not both). This decision must be made before any combat rolls are made.

Combat Caster

This Hero is a master of casting spells whilst in the thick of battle. The Hero may either ignore the usual penalty to the spell casting roll for being under attack, OR may take another action such as an attack in the same round with a penalty equal to the casting cost of the spell involved. Thus a warrior-mage could cast a firebolt whilst in the midst of a fight without the normal penalty. They could instead cast a firebolt with the normal "in combat" casting penalty and also attack with a sword with a -1 penalty (as Firebolt is a 1 point spell).

Defender

The Hero is adept at using a shield to protect their allies in a melee. The Hero can opt to use their shield on any particular round to help defend a nearby ally. The Defender cannot use the Shield as part of their armour on that round, but can apply it to said ally. They can also take a penalty to their own Attack Total of up to -3. This penalty is applied as a bonus to the ally armour roll for that round only. The bonus applied and the target of the protection can be chosen at the start of each round.

Duelist

This Hero is an expert at mano-a-mano. When fighting a single opponent they gain a bonus of +1 to their Attack Total. However, if they are distracted by being outnumbered by enemies, whether they are in hand-to-hand, firing missile weapons or lobbing spells, the Hero has a penalty of -1 to their Attack Total for the round. If the character and allies are outnumbering a single enemy, the Duelist has no bonus or penalty.



Combat Companion

Evasive

This Hero is slippery and hard to pin down and can leave a combat without penalty. In addition, any enemy shooting at them whilst they are moving suffers a penalty of -1 to the shooting attack roll.

Hunter

A Hero with this Talent must choose an enemy for which they have both a loathing and a special knowledge. Against this enemy, the character has a bonus of +1 to both the Attack Total and the subsequent damage roll. The chosen enemy type may not be changed once selected and must be specific (Goblin, Hill Giant etc). However, the Director may allow the bonuses to be applied to sufficiently similar enemy types (Marsh Goblin, Mountain Giant etc).

Inspiring Leader

This Hero is a shining beacon for their allies and comrades, inspiring them to great things. All allies of the Leader deduct 1 from the dice total of any Test for LUCK made whilst the leader is in sight. The demoralising effect of this Leader on their enemies also causes them to add +1 to the dice for any LUCK (or equivalent) tests.

Lucky Punch

If a Hero has this Talent, they are able to channel their luck into landing a punch in just the right place to inflict extra damage. After winning a combat round but before damage is rolled, the Hero may spend a LUCK point (reduce LUCK by one) to inflict double the rolled damage. Any extra damage inflicted from magic, combat options or martial arts schools is not doubled.

Resilient

This Hero is able to draw deep on their fortitude and great inner strength. If they are reduced to 0 STAMINA, they do not drop unconscious to the ground, but continue to fight on. However, subsequent damage is applied to LUCK instead of STAMINA, with the character dropping stone dead if they ever reach 0 LUCK. Although STAMINA can be recovered as normal after the fight, LUCK must be recovered or gained in the normal manner.

Sniper

This Talent allows the Hero to aim at an enemy with a bow, crossbow, blowpipe etc (but not a sling or thrown weapon) for up to three rounds before shooting. Each consecutive round adds a +1 bonus to both the Attack Total and the damage roll. The target cannot leave the sight of the Sniper for more than a moment and an attack on the Sniper will break the concentration and lose all of the accumulated bonus.

Specialist

A Hero with this Talent is highly skilled with a particular class of weapons to the exclusion of all else. The Hero has a bonus of +1 to the Attack Total made with all weapons of that class (defined by a single weapon Special Skill) but may not learn any other weapon Special Skills at all. The Hero may still use any weapon, but uses SKILL alone for these weapons. If this Talent is acquired after character creation, any other existing weapon Special Skills are retained but may not be improved further.



CHAPTER 4 - ALTERNATIVE RULES

Combat in Advanced Fighting Fantasy is fast and simple and designed to be easy to learn and resolve. However, especially as the Director and Players become more experienced with the system, more options and details can help enhance the game for everyone.

This Chapter provides various alternative rules that a Referee can add to their AFF game to make combat more interesting and exciting. As usual for alternative rules, these should be carefully considered and some will suit certain games more than others. The Director is the sole arbiter of whether a specific rule is used or not.



Critical Tables

The Advanced Fighting Fantasy rulebook contains a Fumble table to generate a specific effect when a double 1 is rolled. In the standard rules, rolling a double 6 is a Critical. This results in an automatic win on that combat round, double damage inflicted and the loser suffering a reduction in their temporary SKILL of 1 point, representing more serious injury.

As an alternative to that standard rule, this chapter offers several Critical Effect tables. If a character (or enemy) rolls a double 6 in combat, they will still automatically win that round, but will also roll another 2D6 on the appropriate table. The resulting paragraph will describe what happens, and the effect should be applied immediately. The Referee may need to make certain adjustments to either the game mechanics or the description to fit the weapon used, the nature of the target or the situation.

Melee Attack Critical Table

2D6	Effect
2	Target is disemboweled and is reduced to 0 STAMINA.
3	Enemy's weapon arm immobilised. Target also takes double damage.
4	Target takes maximum weapon damage and is disarmed by the blow.
5	Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention or magical healing is received.
6	Inflict double rolled damage
7	Add +2 to the damage roll for this hit.
8	The target takes a head wound. Add +2 to the damage roll and their next action has a penalty of -3.
9	Target is knocked down by the blow. Takes normal damage but must spend 1 Round getting up.
10	This blow incapacitates the leg of the target. The wound does not bleed excessively but the target cannot stand unaided and takes double damage from the attack.
11	Blade passes clean through target, causing double damage. The attacker will inflict another +2 damage hit as the blade is withdrawn.
12	Enemy decapitated in some style. A Hero may Test their LUCK to instead be reduced to 0 STAMINA.

Martial Arts Attack Critical Table

2D6	Effect
2	The target is slammed to the ground, breaking almost every bone in their body, dying immediately.
3	Target is knocked to the floor, disarmed and takes double damage from this hit.
4	The target is slammed backwards, collapses to the ground and takes double damage from the attack.
5	Target takes normal damage from the attack, but is spun about. The target may not attack the Martial Artist on the following round, but may still attack other enemies in melee (if there are any).
6	Inflict double rolled damage
7	Use the damage track for 1 higher grade of Martial Arts special skill. If at Grade 6, add +2 to the damage roll.
8	This powerful blow has a +4 modifier to the damage roll.
9	A flurry of blows inflicts normal damage, but the surprise prevents the target selecting a combat option for the following two rounds.
10	The target takes double damage from the attack and cannot actively attack on the following round due to being dazed. The target may still make a combat roll, but will not inflict damage if they win.
11	A heavy blow inflicts double damage and the Martial Artist may roll normal damage on the same target or one other nearby enemy.
12	A pulverising blow breaks the neck of the target, crushing their head. The target is killed, but a Hero may Test their LUCK to instead be reduced to 0 STAMINA.

Natural Attack Critical Table

2D6	Effect
2	The target is disemboweled messily and drops dead immediately
3	The leg of the target is badly chewed and is useless. SKILL is halved until the wound is healed and the target also takes double damage.
4	The target takes double damage and has their SKILL reduced by one due to the huge gash across their torso.
5	The target is badly winded and dazed. They have -3 SKILL on the following round, -2 the round after that and -1 SKILL until the wound is healed.
6	Inflict double rolled damage
7	Attack does +1 STAMINA damage to the target.
8	A hefty swipe. Two D6's should be made for the damage roll, and the best adjusted by +2 to work out the STAMINA loss inflicted.
9	The target takes normal damage and loses 1 SKILL until they are healed fully due to muscle damage.
10	A powerful ripping blow causes a bleeding wound and double damage. The target will lose an additional 1 STAMINA each round until the wound is bandaged or magical healing is received.
11	A powerful strike causes triple damage to the target.
12	The attack rips the throat out of the target. The target is reduced to 0 STAMINA and will die in two rounds unless medical attention is received.

Missile Attack Critical Table

2D6	Effect
2	Shot straight through the heart. Target dies unless magical healing is received within 2 rounds.
3	Enemy shot through shoulder and loses use of their weapon arm, as well as taking double damage.
4	Target's weapon is hit. Target takes double rolled damage and their weapon is flung 2D6 feet backwards.
5	Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention is received.
6	Inflict double rolled damage.
7	Add +2 to the damage roll for this hit.
8	Target is spun around by the shot. Add +2 to the damage roll and target loses their next action.
9	Target is down and out. Takes no damage but cannot act for 2 rounds.
10	Target takes a head shot (normal damage). Each round for D6 rounds, the character must roll a D6. On a 1-2, the character's action is decided by the Director and will be random.
11	Shot passes clean through target (inflicting double damage) and hits an enemy directly behind and within range. That enemy takes normal damage.
12	Target takes a head shot. Very messy. And dead. Characters may Test their LUCK to instead be reduced to 0 STAMINA.



New Fumble Tables

In addition to the critical tables above, below are presented some new Fumble tables.

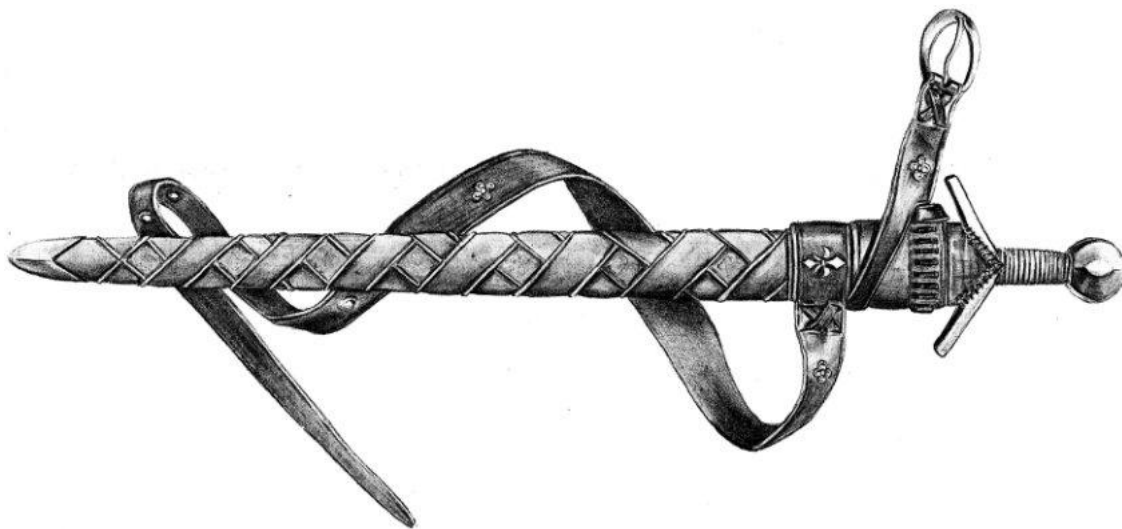
weapon or a natural weapon (claw, bite etc) should use the appropriate table below.

As with the critical tables, the actual description may change but the mechanical effects of the fumble should remain broadly the same.

The original Fumble table in Advanced Fighting Fantasy (page 58) should still be used for hand to hand weapon fumbles, but an attack made with martial arts, a missile

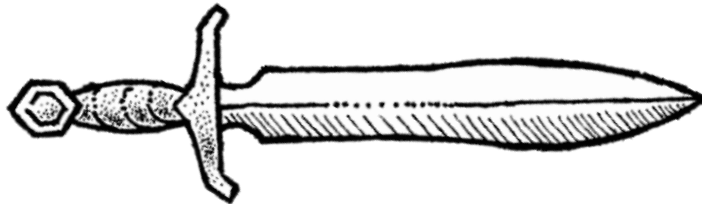
Martial Arts Attack Fumble Table

2D6	Effect
2	A spinning kick lands squarely on the ear of the nearest ally (or the Heroes own ear if no allies are close) inflicting normal damage with no armour allowed.
3	The Martial Artist bounces off a bit of nearby scenery inflicting 1 STAMINA point of damage (no armour roll).
4	Not a good attempt at an attack. The enemy may roll two damage dice and apply both results.
5	After punching themselves in the head, the Martial Artist is stunned for one round. They cannot attack and have a -4 penalty to any combat roll made to defend themselves.
6	A clash of heads leaves the Martial Artist dazed. They have a -1 penalty to all actions for three rounds.
7	The Martial Artists slips and is off balance. Unless they take the Defensive option on the following round, they will have a -3 penalty to their combat roll.
8	A miscalculation leaves the Martial Artist on their knees for next round. Combat, damage and Armour/Dodge rolls all have a -2 penalty.
9	Martial Artist collides with enemy. Enemy will automatically win the following round unless they roll a Fumble (in which case it is a draw)
10	The Martial Artist may not make a Dodge or Armour roll against this attack.
11	The Martial Artist throws themselves at their enemy, taking an additional damage roll from the enemy weapon with no dodge or armour roll.
12	An impressive overhead flip goes wrong, dumping the Hero on their head. The Hero takes normal damage (no armour) and must spend a round getting up.



Natural Attack Fumble Table

2D6	Effect
2	Catching the ground badly damages the claws or teeth, applying a -2 to the damage roll for this weapon for one week.
3	A badly pulled muscle applies a -1 SKILL penalty for the next three days.
4	The enemy inflicts double damage with this attack.
5	A stumble nearly sends the creature down. The next two damage or armour rolls will be considered a 1 (on the dice).
6	A slip causes the creature to have a -3 penalty on the following round.
7	Due to a bad over reach, the creature cannot attack on the following round.
8	Creature must make a SKILL test. On a failure, creature collapses in a heap and must spend two rounds getting back up.
9	Creature falls, and will take two rounds to rise.
10	The creature launches themselves into their enemies attack, which has a +2 to the damage roll and with no armour applied.
11	The creature leave themselves wide open to attack, with the enemy attack doing double damage and no armour applied.
12	The creature manages to slash their own neck. Inflict double damage with no armour applied.



Missile Attack Fumble Table

2D6	Effect
2	The projectile flies wide, striking an ally. If no ally, the weapon breaks instead.
3	The Hero shoots themselves in the leg. Normal damage is rolled and an armour roll is permitted.
4	Hero pulls a muscle. They have a penalty of -1 to all SKILL rolls for the next day.
5	The string slaps the Heroes face hard, inflicting 1 STAMINA point of damage.
6	The string slips off meaning that this attack misses and two rounds must be spent re-stringing the bow.
7	The Hero drops their ammunition on the floor and must spend a round picking it up if they wish to continue using this missile weapon.
8	A major miscalculation flips the Hero over, requiring a full round to get up!
9	Hero falls and is down, injuring themselves as they do so. Hero must lose either 2 STAMINA or 1 SKILL.
10	The Hero leaves themselves terribly exposed to the enemy. Any enemy shooting at this Hero on the following round will have a +2 bonus.
11	The weapon traps the head of the Hero, inflicting 1-3 STAMINA damage (no armour).
12	The string breaks, putting the weapon out of action, and propelling the arrow into the foot of the Hero. The Hero takes normal damage with no armour roll.

Alternative Combat Rules

Some of the following rules replace original rules in the AFF Core Book and others are new. These rules change the dynamic of combat slightly and so should be used if appropriate.

Alternative Rule - Leaving Combat

There are no formalised rules in Advanced Fighting Fantasy for a character (or monster) to escape from combat if things are going against them. Generally this has been decided on a case-by-case basis by the Director.

If this alternative rule is used, a character must, at the start of the round, either make a successful SKILL roll or Test their LUCK. If this roll is failed, the character or monster must remain in combat that round and fight on, or else be automatically hit once by every enemy they are facing. They may of course re-attempt to leave on the following round.

If the SKILL or LUCK test is successful, the combatant may leave the melee without incident and move a short distance away. What happens after that will very much be up to the Director and determined by the situation.

Alternative Rule - Revised Armour special skill requirements

The increased range of armours, and the alternative Hero creation rules presented in Chapter 2 make the default Armour special skill requirements in AFF2e problematic. A Novice character will generally be unable to even wear a Leather Cuirass or use a Large shield! It is recommended that the alternative requirements listed below are used for the various armours:

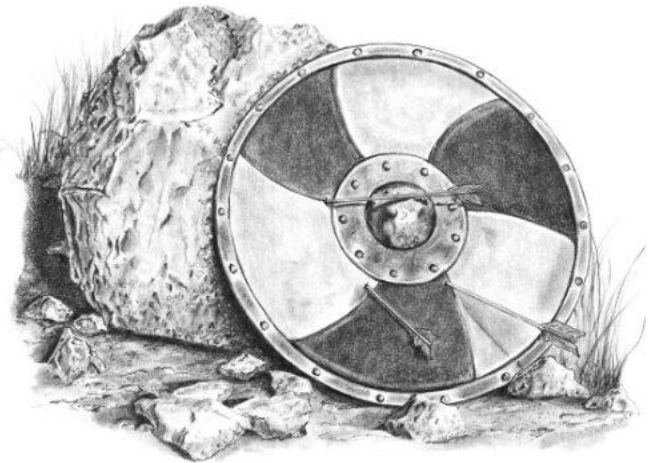
<i>Total</i>	<i>Armour</i>
6	Leather Cuirass or Large Shield
7	Leather Hauberk, Armoured Fist
8	Chainmail Cuirass, Breastplate, Tower Shield
9	Chainmail Hauberk, Great Helm,
10	Plate Armour, Scale Armour

Alternative Rule - Powerful Blows

Some combats between a powerful warrior character and a much less powerful enemy can drag a little with the powerful warrior still having to whittle down the STAMINA of the enemy. This alternative rule allows for a far superior combatant to defeat and kill their enemy faster and with more "drama".

If an attack roll beats an opponent by six points or more (and is not a Critical or Fumble), the Attack will do double normal damage, before armour is applied. This blow can, in some cases, be sufficient on its own to defeat a minor enemy. All relevant modifiers should apply to both combatants for this difference to be worked out.

If however the attack roll beats the total of the opponent by twelve points or more and is not a Fumble, the enemy will be instantly defeated. If the combatant instantly defeated is a Hero, they are reduced to zero STAMINA. If the defeated warrior is a monster or NPC, they can be considered immediately killed.



Of course, both of these options assume that the victorious warrior is able to actually harm their opponent, that they have not chosen the "Defensive" combat option and that the target is the one whom the victor is actually attacking. Thus a warrior with a normal weapon would not be able to defeat a Wraith in this way as they require either a silver or magical weapon to harm them. Similarly, a warrior fighting four Goblins, all of whose totals she beats in combat by twelve or more, would only defeat the one damaged with a lesser roll.

If this rule is applied, the Players should be aware that it will apply to them as well as to the monsters they face. A really good roll by a powerful enemy monster could defeat them immediately, however much STAMINA they may have and whatever armour and defences they may have.

Alternative Rule - Ranged Attack Target Number

Some consider using the standard opposed combat totals to be a sub-optimal way of resolving ranged combat. Opposed rolls have the advantage of taking into account general combat awareness of the target, but also include elements such as the skill with using a sword.

As an alternative, ranged combat can be resolved by the attacker requiring a combat total of 15 or more to hit their target. A roll of 14 or less indicates a miss. Various modifiers such as cover, the target being in a melee, range etc should all be applied to the roll as normal. A double 1 still counts as a Fumble and a double 6 is still a Critical.

The downside to this alternative rule is that a character will, at some point, reach the stage of experience and ability where they hit with every single attack, regardless of the power of their enemy.



Alternative Rule - Ubiquitous Dodging

In Advanced Fighting Fantasy, only a character with the Swashbuckler Talent may use their Dodge special skill to avoid damage in combat, in the same way that armour reduces damage. If this alternative rule is used, any character with the Dodge special skill may use that instead of armour to reduce damage from an attack.

If a character also has the Swashbuckler talent, this now applies a +1 bonus to any "armour" rolls made using the Dodge special skill, much as the "Armour Training" talent does for actual armour.

A character may choose at the start of each round whether to reduce damage with their armour or their Dodge. These protections do not stack, although a shield may stack with Dodge as it does with armour.

Alternative Rule - LUCK in Combat

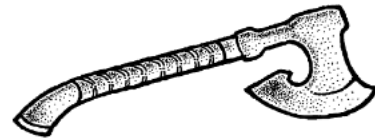
The core Advanced Fighting Fantasy rules state that any Hero may Test their LUCK in combat, with a successful test allowing the Hero to:

Automatically win that combat round against one opponent

Reduce an enemy Damage roll to a 1

Increase their own Damage roll to a 7

These uses of LUCK in combat remain, whether or not this option is used. However, many groups consider LUCK should be available for a wider range of options in combat. If this alternative rule is used, the pool of LUCK each character can draw on will remain the same, and so the characters should be careful not to over-use this in case they fall prey to traps or magic. If the LUCK-based Death option is used this is especially the case.



If this option is used, the following uses of LUCK may also be made by Heroes:

A spellcaster can use a successful Test for LUCK to cast a spell successfully. The LUCK can be tested before or after a spellcasting roll, and can be used even if the spellcasting attempt is failed (although not on a Fumble).

A successful Test for LUCK can avoid a roll on the Oops table when a double 1 is rolled on the spellcasting table. The spellcasting attempt will still fail, but no Oops roll is made.

A Hero who has been hit with a Critical can use a successful Test for LUCK to avoid the effects of the critical. This test MUST be taken before the critical effect is rolled, and the Hero will still take normal damage.

A Hero may use a successful Test for LUCK to avoid the effects of a Fumble. The Test for LUCK must be made before the Fumble effects are rolled and the Hero will still lose the combat round, but will no longer be required to make the Fumble roll.

Combat Companion

Alternative Rule - Weapon Reach

Under the “standard” rules, a character involved in a melee can attack, and be attacked by, the enemies in the same melee. A Hero standing behind comrades engaged in a battle can neither attack or be attacked by the enemies they are fighting.

This alternative rule allows a Hero wielding a spear or polearm (or similar long-shafted weapon) to attack may do so from the second rank. This means that there could be two warriors fighting against three Orcs, and another warrior stood behind his colleagues attacking an Orc with a spear. Unless one of the Orcs has a spear or polearm, they may not themselves attack that warrior.

The Director must work out what rolls apply to which combatants and who can hit whom and when. A situation where there are spear-wielding combatants behind two sets of other fighters could get really quite complex!

The Director must also consider whether a “front line” can prevent the enemy wrapping around their end and directly fighting the spearmen behind. Obviously, if you have two warriors blocking a 10’ corridor, enemies cannot get past. By contrast, two warriors on an open field facing six enemies would not be able to prevent some of the enemy working their way around to attack any spearmen behind. This must be decided on a case-by-case basis.

Alternative Rule - Hero Death

The route to Death for a Hero as described on p65 of Advanced Fighting Fantasy can be somewhat anti-climactic, taking numerous minutes for a character to perish. Character death under these rules can seem both rare and slow. Hence here we offer two alternative ways of handling Hero death. Monsters and NPC’s will still die at 0 STAMINA.

Gritty Death

This option will see a Hero die when they reach 0 STAMINA, like creatures do. This can be brutal, but does harken back to the sudden fatality of the Fighting Fantasy gamebooks and encourages a slightly different approach from the players. If this option is used, it is essential to inform the players before Hero creation to ensure this is taken into account.

LUCK based Death

With this option, a Hero reduced immediately to -4 STAMINA still dies immediately, but if reduced to 0 STAMINA begins to die. The character must immediately Test their LUCK. If the test is a success, the Hero is stable and will not continue dying unless they take further damage. If the test is a failure, it must be repeated on the following (and every subsequent) round until either the test is a success, or LUCK reaches 0, at which point the Hero will die.

This process can be stopped by another Hero either by applying magical healing to bring the Hero to at least 1 STAMINA, or else by using the Healing special skill. This latter attempt will require 1d3 rounds to attempt, and also requires a special skill test to halt the dying process. The dying Hero must still Test for LUCK during this attempt.

Alternative Rule - Multiple Monster Attacks

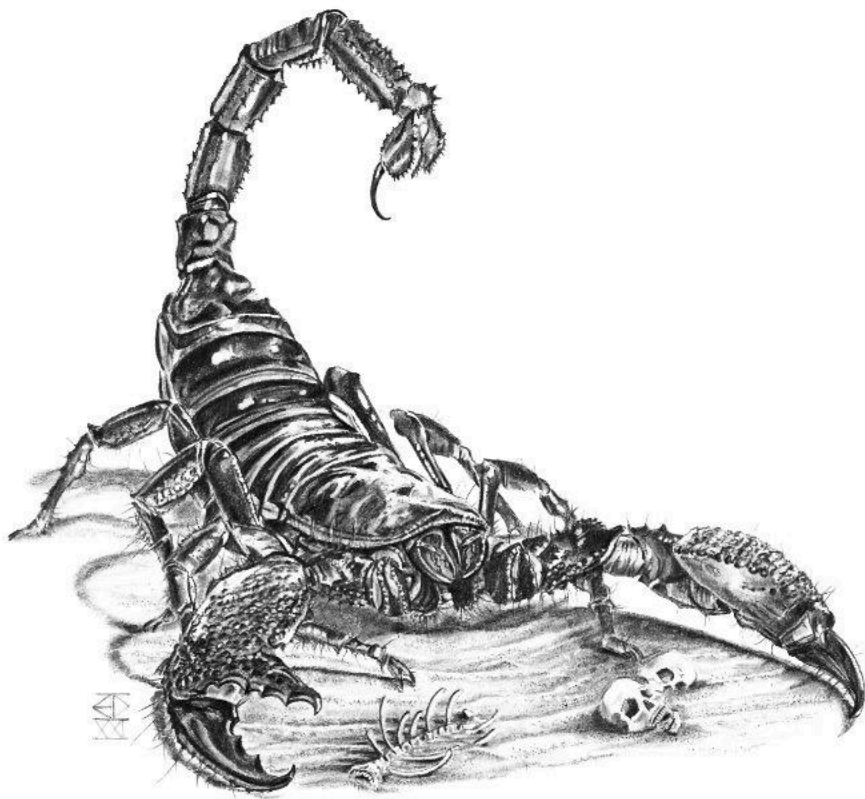
In Advanced Fighting Fantasy, a creature with more than one Attack is able to simultaneously attack multiple enemies, rolling separately for each and only being outnumbered if the number of enemies they face is more than the number of Attacks they have. If a Giant with three Attacks faces three Heroes, all three can be attacked. But if the same Giant faces a single Hero, only one attack may be made by the Giant.

Using this alternative rule means that a monster with more than one Attack will be more powerful if they are not able to actively use all of their Attacks. Every Attack that a monster is not able to use (because they do not have enough opponents to attack) will instead translate into a bonus of +2 to an attack they do make. That is to say that if a Giant with three Attacks fights two Heroes, they will have one “unused” attack and thus can apply a +2 bonus to one of the combat rolls they do make. If the Giant were to defeat one of the Heroes, and so was then fighting only one, they would have two “unused” attacks and would have a bonus of +4 against that final Hero.

The +2 bonus may not be split, and must be assigned at the beginning of the round. A monster may not voluntarily keep attacks unused if they have enough opponents. So if the Giant was fighting three Heroes, they could not make only two attacks in order to get a bonus of +2 from the unused attack. The Giant MUST attack all three Heroes.

The use of this alternative rule means that a monster with a large number of attacks (six or eight) will be very powerful indeed if attacked by a single Hero. However, this is probably a good thing. Any creature with a large number of attacks should pose a significant danger to a lone Hero.

be applied if a list were used. Sometimes this discrepancy will favour a Hero and sometimes not. The applied modifier may appear unfair at times to a player. The biggest issue can be that because lists are not used, it can lead to arguments because of differing opinions over whether a bonus is appropriate.



Alternative Rule - Fluid Modifiers

Some Directors are not great fans of codified lists of modifiers for combat (and other situations). Players also can find it intimidating to consult a long list of modifiers to work out which may apply in a particular situation. If this alternative rule is used, the Director should ignore the lists of modifiers and simply apply whatever seems sensible for each combatant and each round.

The advantage of this approach is primarily speed. It is much, much quicker for a Director to just assign a +2 bonus to a Hero for the round, rather than work out that there is a +1 for one factor, another +2 for a separate advantage but also a -1 for some drawback.

The drawback to this alternative rule is firstly that the assigned modifier may not always tally with what would

Combat Options

All of the new combat options presented below can, if approved by the Director, be used by any Hero. As with any combat option, only one can be used by a Hero on any particular combat round. Humanoid enemies are of course free to use these options too!

The combat options listed in the core Advanced Fighting Fantasy rulebook (p64) are still available to use, although there is still the limit of only one option on any one combat round.

Assist

In combat, a Hero can assist one of their allies, helping with their attack rather than making an attack of their own. Regardless of the ability of the assisting Hero, this adds +2 to the Combat total of the assisted Hero and +1 to the damage roll. The assisting character must have the capability to help with the attack (they must have a weapon for example) and they must be in a position that they could make an attack if they wanted to. So if armed with a sword they must be in combat with the target, if armed with a spear they must be behind the assisted character and if armed with a bow nearby. It is worth noting that if they are in the combat, they may themselves be a target of attacks and may need to make a "defensive" combat roll.

Bypass Armour

This option is effective against a heavily armoured enemy, whether worn or natural. It is difficult to get right, and puts the Hero at a disadvantage, but if it succeeds can prove decisive. The Hero has a -3 penalty to their combat total for this round. However, if the Hero wins the combat round, the loser does not get to make an Armour roll unless they have magical armour or shield. If the Hero has a magical weapon, even magical armour will be ignored.

Combat Companion

Cautious Attack

This attack emphasises care over power. It will help the Hero if they are hit by adding +1 to an Armour roll they make this round. If they happen to win the round however, they will reduce their damage roll by -1. If a 1 is rolled for this damage roll, no damage at all is inflicted.

Charging Attack

This option may only be used if the Hero is able to rush to attack an enemy, and can reach them that same round. The charging Hero gains a bonus of +1 to their combat total on that round. If the charging Hero has a spear or polearm or similar, they gain an additional +1 to their combat total and a +1 to their damage roll if they win the combat round. However, if the enemy being charged also has a spear, they will also gain a +1 to the damage roll if they win the round.

If the attacker is mounted, they gain +2 to the combat and damage rolls if they have a spear or lance. However, a target charged by a mounted hero has +2 to the damage roll if they win the round.

Disarm

A Hero can attempt to disarm a weapon-using enemy with this option. If the Hero wins the combat round, they may Test for LUCK. On a success, the enemy has their weapon twisted out of their grasp. They must either spend two full rounds recovering it, or draw another weapon.

If a Hero is a target of this option, they must themselves Test for LUCK. If they fail, they are disarmed.

This option will never inflict damage.

Dodging Attack

This option allows the character to make a fluid attack, trying to keep out of the way of enemy weapons as much as possible. A bonus of +1, +2 or +3 may be chosen at the start of the combat round to apply to the dodge damage reduction roll. However, this bonus is limited by the Dodge special skill that Hero has. So a Hero with a Dodge special skill of 2 would be allowed to choose a +1 or +2 bonus.

However, if the Hero wins the combat round their damage roll is penalised by the same amount as the bonus chosen. If the result is a 0 or less, no damage is inflicted by that attack.

This option may not be used by a Hero without at least 1 point in the Dodge special skill.

Double Shot

To use this combat option the Hero must be using a bow or Crossbow. The Hero fires two arrows or bolts with a single shot. It is difficult to pull off, and can only be used at Short range, but inflicts +2 STAMINA damage if the attack hits. However, this attack will Fumble on a roll of 2-4 rather than just a 2.

Frenzied Attack

This option, seen as almost suicidal by many but favoured by berserkers, uses the presence of more enemies and opponents to drive an attacker on. The Hero must be facing more than one opponent in melee, and two or more must be actually targeting the Hero.

The Hero, on a successful attack, does an additional +1 STAMINA damage to the target for every additional enemy. Thus a Hero fighting five orcs and using this option would inflict an additional +4 STAMINA damage on a successful attack.

However, every additional enemy the Hero is facing will hit them automatically unless they roll a Fumble for their attack roll. Criticals will still be counted as normal. Thus the Hero fighting five orcs would make a combat roll against their target, and all of the other four Orcs would automatically hit, regardless of their combat total.

As combat is resolved simultaneously, this could allow the Hero to take out an important enemy whilst also knowing they are likely to themselves be defeated.

Stand Firm

This combat stance is especially useful if the Hero is fighting a bigger enemy on a bridge or in a doorway and is worried they will be pushed back. In a doorway this would allow the enemy through the defensive position and off a bridge could be disastrous.

The Hero adopts a position of strength. This prevents an enemy pushing the Hero back, even if they use the Push Back option. However, they also have a -2 to any damage rolls they make if they win the combat round.

Option - Learned Combat Options:

The use of these combat options gives a fighter or warrior character a lot more flexibility in how they deal with the vagaries of different combats and opponents. However, the fact that there are a good number of them in the original core book and this volume, plus those from future publications and invented by separate gaming groups, can have a negative impact on game speed.

Advanced Fighting Fantasy is intended to be a fast game, helped by the opposed combat round mechanic. If the players and Director are poring over long lists of options every round, the game could slow down considerably, especially if the Wizard Hero starts trying to get in on the act!

To deal with this problem, especially amongst newer players of the game, a Director may wish to use the "Learned Combat Options" rule.

If this rule is used, a Player must select a number of Combat Options at the time a Hero is created. One may be chosen for each point of SKILL and for each point in the best weapon Special Skill they know. So a warrior with SKILL 7 and Swords 2 would know nine Combat Options. As SKILL and the special skill are improved, new options may be learned.

A Hero who has not learned a particular Combat Option may not use it at all.

This rule will therefore seriously limit the options available to magical characters, who are likely to choose defensive options anyway, and further emphasise the role and speciality of the warrior types in battle.

A Director may also require a Hero to receive training in a new combat option, which could also provide further adventure hooks as the Heroes travel to some remote combat master to learn the secrets of the "Impale Attack" or "Double Strikedown" or whatever options the Director has invented for their game and introduced mid-campaign.



Combat Companion

Sniper Shot

This option, useable by any Hero with a missile weapon, sees the Hero do nothing but aim for a full round, during which their target must be in plain view. On the following round, the attack can be made against that target with a +2 bonus to the attack roll and a -1 penalty to the armour roll.

If the target moves out of sight, is killed or there is another reason why the attack cannot be completed, the benefits of aiming are lost.

Tumbling Attack

This option can only be used if the Hero is not in combat at the start of the round and the Hero is not wearing any armour. If chosen, the Hero will tumble, roll or enter combat acrobatically. It could be a roll along the ground or a great leap, but the effect will be the same. The Hero, if they win the round, will gain a bonus to the damage roll equal to the level of the Dodge special skill the Hero has. However, if the Hero loses the combat round, they cannot use their Dodge special skill to reduce the damage they take.

Example Combat:

The adventurer Merriel (SKILL 7, Swords 3 and Dodge 3), is fighting a Chaos Ogre with SKILL 9. Although not overly concerned at the risk, Merriel is aware that other enemies are nearby and wants to try and get this fight over and done with as soon as possible.

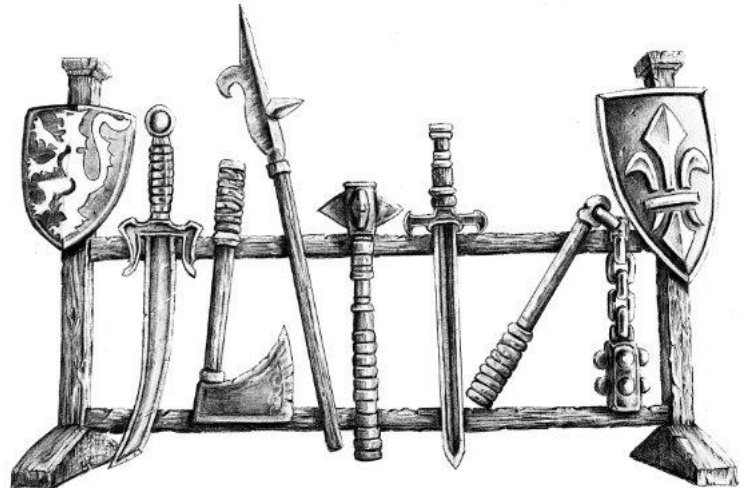
After Charging the Ogre on the first combat round (receiving a +1 bonus to the Combat Total), Merriel's blow bounces off the assembled plates and links of the hybrid armour of the Ogre.

On the following round, Merriel decides to try and strike one of the unarmoured parts of the Ogre. This applies a -3 penalty to her Combat Total (meaning she rolls 2D6+7) but if it hits, as it does, Damage is rolled with no corresponding Armour roll.

Although this hurts the Ogre, it is not enough and Merriel is all too aware of being hit herself. Round 3 sees the adventurer use the Tumbling Attack option. If her attack hits, she will have a +3 bonus to her Damage roll, but if the Ogre hits her, she could be in for some pain! Luckily, she hits again, further hurting the Ogre.

Whirlwind Attack

This combat option is used when the Hero is surrounded by enemies, and is a gamble best used in times of desperation. The Hero makes a combat roll as normal, with the usual outnumbering penalty applying. However, the Hero is able to hit every enemy that has a lower combat total on that round. If the Hero hits an enemy, they roll a 1D3 for their damage roll rather than a 1D6 (normal bonuses to damage rolls apply). In addition, any enemy that has a higher combat total will have a +1 damage to the damage roll.



On the following round, four Goblins rush out of the undergrowth to surround her. In desperation, she uses the Frenzied Attack option. She wins her duel with the Ogre, and inflicts normal rolled Damage, plus another 4 STAMINA. Even with armour, the Ogre drops to the ground. However, three of the Goblins land a blow, with one rolling a Fumble. Luckily, Merriel receives a Dodge roll against each of these attacks and survives the round.

The situation is still precarious, and so Merriel chooses to make a Whirlwind Attack. Even though outnumbered 4 to 1 (and thus the Goblins have a +3 bonus to their Combat Totals), Merriel still has an advantage of 2 and wins three of the combats, injuring all three Goblins. The fourth hits her, but for minimal damage.

On the following round, the Goblins waver, and the uninjured one flees the fight. Merriel makes a Dodging attack, sensing that the enemy are cowards. She chooses a +2 bonus to her Dodge rolls this round (she could have chosen -1 to -3) but this also applies a -2 penalty to the damage roll she makes against the one she beats. The other two are unable to damage her due to the +2 bonus to her Dodge rolls, and the Goblins realise they are outmatched. The next round all flee, and Merriel is happy to watch them run!

CHAPTER 5 - MARTIAL ARTS STYLES

A character trained in Martial Arts may, if they wish, specialise in one of the specific “schools”. Each of these schools will have a specific focus. Some may be graceful and flowing, with an emphasis on avoiding enemy blows, others will concentrate on hard and fast blows. In order to specialise, a Hero will need at least Rank 2 in the Martial Arts special skill and will, if acquired after the start of gameplay, require a teacher. Although most of these styles originate in Hachiman, some have been further refined or developed further afield.

A Hero reaching Rank 2 in the Martial Arts special skill does not have to follow one of the schools. They can continue to improve and use the special skill “normally”. However, from that point on they may choose to specialise in one of the schools. The training, which must be

Cangui School

The Cangui of Hachiman is a huge predatory worm that entrances it's enemies in order to hit them harder. Without this mesmerism, it is a fairly slow creature and does not pose a huge danger. This school mimics the slow style of the worm, posing less danger until the target is mesmerised, at which point an all out attack can be launched. Martial artists of this school tend to be slow and thoughtful, and quite content to sit motionless for long periods until a threat appears.

Effect:

This school applies a -1 penalty to all combat rolls made using the Martial Arts special skill. If, on a successful attack, the damage roll is a 6, the target is stunned on the following round. Although they may still make a combat roll (at -2) they will inflict no damage if they win and may not cast spells or use special abilities. This stun only applies to living creatures and only if a damage dice is actually rolled.

Hac-Quel-Rat School

A native of the Isles of the Dawn, the Hac-Quel-Rat is a weak and vulnerable creature. However, this creature is a real danger to man and beast alike as it uses the strength of an enemy against it. This school of martial arts takes that approach. Against a powerful opponent this school of martial arts can be devastating, inflicting damaging blows again and again. Against small or weak enemies however, this school is fairly ineffective.

provided by a character with at least Rank 4 in the Martial Arts special skill and of the same school, will usually take some months of dedicated training. Upon completion, the Hero is then specialised in that school.

A Hero may only learn the specifics of a single school, and once they have specialised they may not change that specialisation. Also, once a Hero has specialised in a specific school of martial arts they must continue to use that style whenever they use the Martial Arts special skill. A Mukade school martial artist must always have a bonus to damage and a penalty to dodge rolls whilst using martial arts. They cannot “switch off” their specialisation.

There are various schools of martial arts a Hero can learn. Each has advantages and disadvantages, and the school chosen (if any) should be carefully chosen.

Effect:

The damage roll on a successful attack is modified by the difference in SKILL between the martial artist and the target. Every point more SKILL the target has, increases the damage roll by +1. Every point less SKILL the target has than the martial artist, the damage roll is modified by -1. On a result of 0 or less, no damage is inflicted.

Example: Hrawn the martial artist has SKILL 7. Fighting a Giant with SKILL 10 will apply a +3 bonus to the damage roll because the Giant has 3 higher SKILL. Fighting a Goblin with SKILL 5 will apply a -2 penalty to the damage roll. Fighting an Orc with SKILL 7 will mean no modifier to the damage roll.

Kappa School

These swamp-dwelling humanoids are a feared inhabitant of central Hachiman, renowned for their exquisite balance, partly due to the water-filled depression on the top of their heads which they strive to keep full so that they can breathe. This school of martial arts emulates that balance, and is especially evident when the martial artist is facing several opponents. Even out of combat, the martial artist will walk carefully and with great poise.

Effect:

If the martial artist is fighting a single opponent, Dodge rolls to reduce damage suffer a -1 penalty, with a minimum result of 1. If the martial artist is fighting two or more opponents, all Dodge rolls have a +1 bonus.

Combat Companion

Ki-Rin School

Living in the mountains of Hachiman, the Ki-Rin are a powerful celestial hybrid creature. They have a natural aura of calm and peace, but are dedicated enemies of evil. Martial artists who follow this school are able to use an aura of calm to slip in and out of combat without creating a metaphorical ripple. Martial artists of this school are always calm and peaceful, whatever is going on around them.

Effect:

A martial artist of this school may leave combat at will and without penalty or additional damage. However, the maximum damage roll they may make is a 6, regardless of any modifiers. They may not use the 7+ column of the martial arts damage track.

Kreehul School

On the Isles of the Dawn live a rare and unusual toad-like humanoid: the Kreehul. These creatures lurk patiently just under the surface of the water guarding their idols. As soon as an enemy launches an attack, they hit back harder. This school practices restraint and turns an attack by the enemy into a counter attack by the martial artist. Outside of combat these martial artists are rarely proactive, normally waiting for something to happen before responding.

Effect:

Martial artists of this school have a +1 bonus to all combat totals they roll. However, they can only inflict martial arts damage on an enemy that is attacking them. If they win a combat round against an opponent who is attacking another (or not attacking at all) they will do no damage.

Mukade School

The Mukade, vast giant centipedes, are a real danger to the travellers of Hachiman. They strike hard and fast from a place of hiding, giving little thought to their own defence. This school of martial arts also teaches its followers to strike hard at the enemy, even at a personal risk of damage. Followers of this school tend to be bluff and physical most of the time.

Effect:

Martial artists of this school have a +1 bonus to martial arts damage rolls, but a -1 penalty to armour and dodge rolls to reduce damage. If the damage reduction roll is a 0 or below, no damage at all is stopped.

Pelagine School

These fish-men are slow in action but spiky and hard to damage. This school of martial arts practices slow and steady movements, but if an enemy does actually land a blow, the martial artist will immediately retaliate, using the energy of the attackers' blow to strike back. Attacking a martial artist of this school can be a painful experience!

Effect:

This school applies a -2 penalty to all combat total rolls made using martial arts. However, if the martial artist loses the combat round, they still inflict 1 STAMINA point of damage on the successful attacker. Armour applies to this damage, but Dodging does not.

Shikome School

The Shikome are an ape-like humanoid, bred for war. They are known for their battle awareness, and this school teaches that it is impossible to be surrounded by enemies. It doesn't matter how many enemies there are, a Shikome martial artist will never have a rear or flank! Outside combat, martial artists of this school are skittish and their eyes constantly dart about looking for hidden enemies.

Effect:

A martial artist of this school cannot be outnumbered, no matter how many opponents are attacking them. However, all combat rolls are reduced by -1.

Tatsu School

The Dragons of Hachiman, known as Tatsu, are graceful and difficult to hit in battle. This school focuses on grace and speed, and its adherents are difficult to hit. Even outside battle, these martial artists seem to slide through life with perfect grace.

Effect:

Damage rolls made by a martial artist of this school are reduced by -1. If the result is a 0, no damage is inflicted. All rolls to reduce damage using Dodge have a bonus of +1 and this is increased to +2 against arrows.

CHAPTER 6 - COMBAT MAGIC

This Chapter presents a new primary Magical style for Advanced Fighting Fantasy, which can be used by Heroes or enemies alike. As a primary Magical Style, it cannot be learned if the Hero already knows either Wizardry, Sorcery or has Priestly abilities, and nor can a Hero with any of those special skills learn this one.

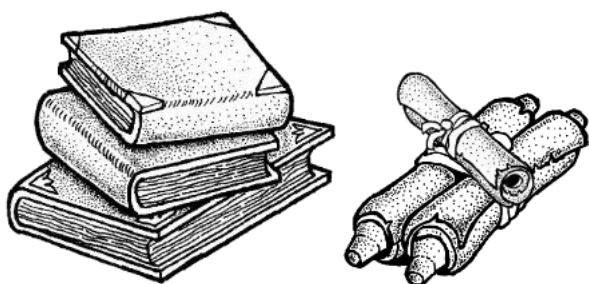
New Special Skill: Magic-Warrior Mage

This special skill allows the Hero to cast Combat Magic spells, and works in exactly the same way as Wizardry does, including the acquisition of Magic Points, starting spells etc.

Combat Magic is a sub-branch of Wizardry developed some one hundred and forty years ago by the Allansian Wizard Tulkynhorse. This eminent wizard discovered a potion of youth in his old age, and used his second chance at life with his considerable magical skills to combine sword play with spell casting in an efficient way.

The Magical style is not without its problems. Being a type of Wizardry means that the caster cannot wear armour and cast spells at the same time, leaving them vulnerable to damage. In addition, trying to develop skill with weapons, ability with spellcasting and a good physical robustness all at the same time is tricky. It is because of these difficulties that few take up the path of the Warrior Mage, and they are a rare sight.

However, for those that do follow the path and develop the necessary skills, this magical style can prove very powerful. Unlike Wizardry, which has a wide range of attacking, defensive and useful spells, Combat Magic has a smaller list of spells that make the caster better at fighting. A really powerful exponent of this type of magic is able, for a short while, to become a fearsome combatant,



Using Combat Magic

A Hero can cast a Combat Magic spell as they would cast any other Wizardry spell. They have been optimised to be spoken words only, as putting down a weapon and shield to be able to cast a spell would rather be against the point. The caster will still have a penalty of -2 to the casting roll if they are in combat at the time, and they cannot make an attack on the same round that they cast a spell.

No components are required to cast Combat Magic spells.

New Spells

There are a range of new Combat Magic spells described in this Chapter. Although they may have some similarity to existing Wizardry or Sorcery spells, they may only be learned and cast by a character possessing the Magic-Warrior Mage special skill. These spells must be learned in the same way that a Wizard learns their spells.

1 - Bladerune

When cast, this spell enchants one weapon wielded by the caster. This weapon now counts as magical for the purposes of injuring creatures, and also applies a +2 bonus to all damage rolls made with the weapon. This effect lasts for 3 minutes.

1 - Combat Reactions

The use of this spell provides the caster with the benefits of the Combat Reactions Talent (Advanced Fighting Fantasy page 31) for six hours. The character can avoid being ambushed and has less penalty for being outnumbered as per that talent. There is no benefit to casting this spell if the caster already has the talent.

1 - Enhancement

This spell increases the SKILL of the caster by +1 for six minutes. This does not just affect combat, it temporarily increases the attribute and so applies to any use of SKILL during this time.

1 - Fireblade

This spell enchants a weapon held by the caster, which need not be a blade, to be wreathed in fire for 3 minutes. This weapon will count as magical for the duration, and will increase the damage inflicted by +1 STAMINA. Against creatures susceptible to fire, such as mummies, this bonus damage is +1D3. However, any creature who is composed of, or immune to, fire will take no extra damage from this weapon. This spell will end if the caster lets go of the weapon.

1 - Iceblade

Like the Fireblade spell, this spell wreathes one weapon held by the caster in ice. These two spells cannot be in effect at the same time! This weapon inflicts an additional +1 STAMINA damage on a successful hit, or +1D3 against any creature especially susceptible to cold damage. It is also completely ineffective against any creature that is composed of cold. This spell will end if the caster lets go of the weapon.

1 - Lesser Magical Shield

This enchantment creates a semi-opaque magical shield that hovers by the side of the caster. Lasting 3 minutes, this shield moves of its own accord to try and deflect incoming blows. The character is counted as having a Small Shield for the duration, and any additional modifiers to the Armour roll also apply. A Hero cannot benefit from more than one of this kind of spell, and nor can a Hero benefit from this spell and a real, physical shield simultaneously.

1 - Magical Armour

This protective spell surrounds the caster in a faintly glowing incorporeal suit of armour, providing protection against attacks as physical armour does. This "armour" counts as magical, lasts one hour, and any bonuses to the armour roll normally applied by the caster apply to this protection. However, this armour does not stack with worn armour, and so only the best protection will be used.

The level of protection it provides (and the penalty to the casting roll) depends upon the number of Magic Points invested in it:

MP	Protection	Casting Penalty
1	Leather Cuirass	none
2	Leather Hauberk	-1
3	Chainmail Cuirass	-2
4	Chainmail Hauberk	-3
5	Breastplate	-4
6	Plate Armour	-5

1 - Protective Field

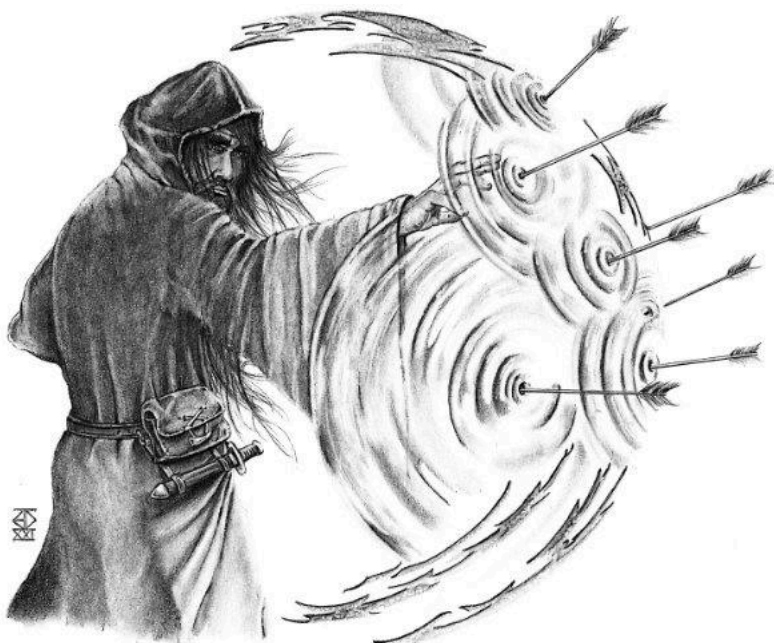
A commonly known spell, this enchantment provides an enhancement to existing defences. The caster is surrounded by a faint and sparkling aura, that seems to sparkle all the brighter when an enemy weapon passes through. This spell provides, for 10 minutes, a bonus of +1 to all armour or dodge rolls during that time. This bonus stacks with any other bonuses the caster may have, although only one spell of this kind may be in effect at any one time. This spell does however apply to other spells such as Magical Shield or Magical Armour.

2 - Accuracy

This spell is the missile weapon counterpart of the Dancing Blade spell and applies with the same duration and effect to a single missile weapon held by the caster.

2 - Catseyes

When cast, this spell allows the Hero to see in the dark for 20 minutes, as if they had the Dark Seeing Talent (Advanced Fighting Fantasy p31). A Hero with the Talent will gain no additional benefit.



2 - Dancing Blade

This spell gives a single melee weapon held and used by the caster a partial life of its own, assisting the caster in hitting enemies. The spell lasts 10 minutes, and during that time the weapon will have a bonus of +2 to combat rolls made with it. The weapon loses this benefit if the caster releases the weapon.

2 - Duplicate

When cast, this spell will create an illusionary copy of the caster that mirrors every move and is indistinguishable from the real thing. This copy will last for 10 minutes, and during that time any successful attack on the caster will only have a half chance of actually hitting the real copy.

Creatures such as undead that do not rely on physical sight, or that can see through illusions, will not be affected by this spell.

2 - Greater Magical Shield

This spell is a more powerful version of the Lesser Magical Shield spell. This version provides the same benefit as a Large Shield, and has the same duration as the lesser version.

2 - Weapon Master

This spell grants the caster superlative ability with weapons of all kind. Whilst the spell is in effect, 1 hour, the caster can use any weapon with an effective special skill equal to the best weapon special skill that they possess.

4 - Concussive Blast

This spell produces a wave of energy and force, radiating out from the caster to a distance of about twenty feet. Everyone within 10' of the caster takes 1D6 STAMINA damage (rolled separately for each), although an armour roll is permitted against this damage. If a 6 is rolled for damage, every human-sized individual must test their SKILL or be knocked down.

Creatures that are between 10' and 20' from the caster will take a single point of damage, and again armour will apply.

4 - Elemental Shield

This spell surrounds the caster with a pale blue flickering aura that seems to dance and wave as the Hero moves. This aura lasts for 3 minutes and provides equivalent protection to that provided by a chainmail cuirass, but only against fire, cold, electrical or other elemental or other magical damage. No protection at all is provided against physical damage. Any bonuses to armour rolls also apply to this protection. This protection applies even if the attacking spell specifies that armour does not apply.

6 - Avatar of War

This powerful spell turns the caster into a truly awesome warrior for an entire battle (but only whilst the character is actively involved in combat). During this time the caster gains a +1 bonus to combat totals, damage rolls and armour rolls. The caster is also immune to fear, paralysis and mind control whilst the spell is in effect. In addition, whilst actively engaged in combat, all allies within sight of the caster also receive a +1 bonus to their combat totals.

This spell is cumulative with other spells.

However, if the caster is not either attacking or being attacked on any particular round, the spell will end.





CHAPTER 7 - NEW EQUIPMENT

Although a warrior relies on his skills and strong swordarm, his arms and armour are equally important. A good sword, a sturdy suit of armour and a thick shield will do wonders at keeping an adventurer safe. The core AFF rulebook describes a variety of weapons and armours, but you can never have too many weapons!

This Chapter describes various options and new weapons that may be available to Heroes to help them overcome their enemies and save the world!

Master Weapons and Armour

Although the goal of many adventurers is to be fully equipped with magical weapons and armour, that often relies on a good deal of luck. After all, magical items don't just grow on trees!

An alternative for a Hero with money but who has been unable to find magical equipment may well decide to invest in some equipment made by a master armourer or weaponsmith. Better than standard quality equipment but not as good as magical, this equipment can however be a great stopgap.

These items are 4x the standard cost, and can only be purchased from a master craftsman. Generally, these will only be found in cities and the largest towns, although Dwarven masters seem to be found in much smaller settlements also. It may also be necessary to specially commission these items from the craftsman, and so there may be a wait before they are ready. It is normally not possible to just buy a masterwork sword off the shelf!

A master weapon will increase the lowest value on the chart by one. That is to say that a masterwork sword will have the "1" result (normally 2 damage) increased to 3 damage and so a damage track that looks like:

	1	2	3	4	5	6	7+
Normal	2	3	3	3	3	4	5
Master	3	3	3	3	3	4	5

However, a Spear inflicts 2 STAMINA damage on a roll of 1 or 2. In this case, the "2" result would be increased, but the "1" result would not. The result would be:

	1	2	3	4	5	6	7+
Normal	2	2	3	3	3	4	5
Master	2	3	3	3	3	4	5

Master armour follows the same principle. However, any result of a 0 is not improved as the armour does not protect areas that armour type would not normally cover. Thus a Breastplate, which does not protect at all on a roll of a 1, 2 or 3, will only have better protection on the 4 result. A master leather hauberk, which protects for 1 STAMINA point of damage on results 2-6 will then have the following profile:

	1	2	3	4	5	6	7+
Normal	0	1	1	1	1	1	2
Master	0	1	1	1	1	2	2

Silver Weapons

Although silver is not a great metal to make a weapon from, some smiths do indeed make daggers, spear heads, arrows and even swords from silver. Some undead and other creatures can only be harmed by silver or magic weapons and silver is far more easily available than magic.

Almost any weapon can be made of silver, although that is not to say that such weapons will be available easily. Countries plagued by undead may well have these weapons in every armoury though!



A silver weapon costs 10x the price of the normal version.

The weapon applies a -1 penalty to all combat rolls due to the increased weight and poor balance.

The weapon also has a -1 penalty to damage rolls due to the poor ability of silver to hold an edge.

Any combat roll of a double 1 breaks the weapon. It can be repaired by a smith or a Hero with a suitable special skill and appropriate facilities.

However, the weapon has no combat or damage penalty against any creature that can only be hit by silver or magic weapons. It will still break on a double 1 however.

Acquired Traits

Some magical weapons are created by wizards, alchemists and other magical folk who spend years imparting magical energies into a sword or helmet. This is not the only way that a weapon or armour can become magical however.

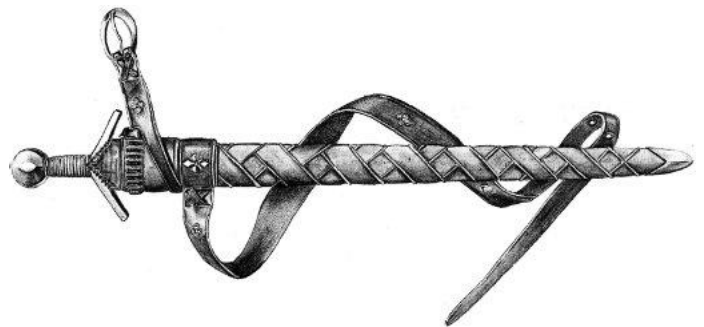
A weapon or item of armour used by a Hero for a long time and integral to great and heroic deeds can start to absorb some of the legend of their wielder or wearer and themselves become powerful. This accumulation of power is slow and uncertain and depends on the discretion of the Director. It can only apply to one item used by a Hero, and the item must be used across one or more campaigns. An item can be magical at the start of this process, but cannot be an artefact.

If for example a Hero uses a sword across a whole campaign, culminating in the slaying of a great and powerful Dragon, the Director may grant the sword a +1 bonus to attack with, increased to +2 to combat rolls and +1 to damage against Dragons. A shield used in a campaign focusing on combating an undead menace might provide a bonus of +1 to Armour rolls against any undead enemies. A staff used by a wizard in a campaign to defeat a Demon Lord might grant +1 to all casting rolls, and increase the damage of any spells cast against Demons by 1 STAMINA.

It is possible for an item to accumulate more powers if the character continues to use the item. The Dragon Sword, used in a further campaign against a Chaos Warrior horde might also acquire the power of applying -1 to enemy armour rolls. An item used across multiple campaigns by the same Hero could end up being very powerful indeed.

However, an item may only acquire power once at the culmination of a campaign (maybe even just as the final showdown begins) and a character may only have a single item that is acquiring powers this way.

Whilst the Hero lives, this item will be intrinsically linked to the Hero and any accumulated powers will manifest only when the item is used by it's owner. Anyone else using the item will find it just a usual example of it's kind.



Once the Hero dies however, the powers in the item will become permanent and useable by anyone. If the Hero dies in a specially heroic way, sacrificing themselves to defeat some great enemy, the item will accumulate an extra power at that time.

The Director will be the sole arbiter of which powers are acquired and when, and also which item is the receptacle for the power. This system is designed to both encourage a player to build power rather than constantly looking to replace and upgrade their existing gear. It is also one way of a Hero leaving a legacy on the world of Titan, an item to both recall their great deeds

New Equipment

These new items of equipment may not be available to buy everywhere, and certain items may require some tracking down. It is of course up to the Director where Heroes can purchase these items and in what quantities.

General Equipment

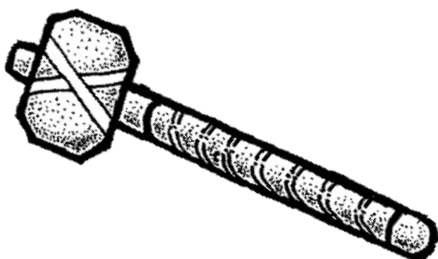
In addition to weapons and armour, other items of equipment can also prove highly useful to warriors and soldiers.

Ball Bearings

These small metal balls can be scattered across an area of floor, creating a real risk for anyone walking across or fighting in the area. Anyone within the area wanting to act normally must Test their SKILL at the start of the round. On a failure, the person will fall prone. Getting up will also require a successful SKILL test. Only if a Hero carefully shuffles across the area will they be safe from falling. It will be all but impossible to collect up the ball bearings later.

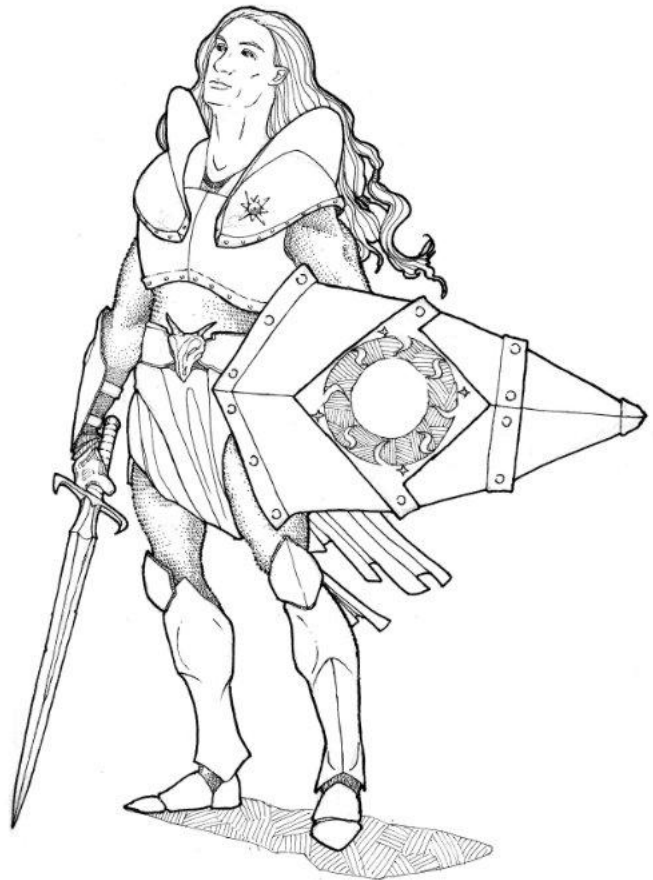
Caltrops

These small items are made of four spikes joined together, such that however the fall, one spike points upwards. If a handful of these is scattered across the floor, they will stick into the feet of anyone not taking extreme care to cross the area. Unless someone walks very slowly and carefully across the floor, they will take 1 STAMINA point of damage. Taking this damage will also stop that person in their tracks and halt their movement for that round. As caltrops are usually painted black, they can be difficult to see in poor light.



Fire Dust

This special fine powder is prepared from the ash left after the burning of special and rare woods. A handful of this can be thrown in the face of an enemy. The ash will get into the eyes, nose and mouth of an enemy, where it will seem to burn and scorch. The target will take 1 STAMINA point of damage, but will also suffer a penalty of -3 to combat rolls on the following round, -2 on the round after that and -1 on the third round.



	City	Town	Village
Ball Bearing (handful)	7gp	12gp	18gp
Caltrops (handful)	4gp	10gp	15gp
Fire Dust (handful)	12gp	20gp	30gp

Combat Companion

New Weapons

These new weapons are, in general rarer than the common ones listed in the core AFF rule book. Even a small town is likely to have some spears and a sword for sale, whereas an armoured fist or repeating crossbow may be found in a single specialist armourers in a big city.

Armoured Fist

Although some suits of armour will include heavy gauntlets or even plated gloves, an Armoured Fist has a heavy leather base, chainmail and metal plates, quite often with ridges, studs and small spikes. Although rather clumsy to wear (they reduce all SKILL rolls by -1 with the exception of Brawling attacks) they can inflict significant damage if an enemy is punched by one, and they also provide a little extra protection to the wearer.

Bastard Sword

This long and heavy sword is not yet the length of a Greatsword. The hilt can be grasped with one or two hands and so this sword can be used one or two handed. If used with one hand, the weapon has a -2 penalty to the combat roll, but a shield can be used. There is no penalty to using the weapon in two hands.

Cleaver

A heavy and wide single edged blade, these are mainly used by orcs, goblins and other evil races. These blades are usually rusty and notched and are rarely cared for by their owners. It is unlikely that any Hero will wish to use one of these out of choice, but necessity may well drive a desperate Hero to pick one up.



Elven Longknife

A popular weapon amongst many elves, these long and slender blades have a very gentle curve to them and no crossguard. Usually kept razor sharp, they are light and easy to wield.

Greathammer

Not a very popular weapon, these huge hammers are heavy and difficult to wield, even in two hands. A massive metal hammer head on a metal or wooden shaft, the weapon is swung in a wide arc, breaking bones and smashing armour if it hits. Although the weapon has a -2 penalty to combat rolls, it applies a -1 penalty to leather or chainmail armour rolls due to the crushing power. Dwarves are the main users of Greathammers, but even then they are uncommon.

Repeating Crossbow

Said to have been invented by a mad dwarven engineer, this crossbow has a small magazine mounted on top that is able to drop a bolt into the slot and re-string the bow. Although very expensive, this weapon is able to make use of the Rapid Shot combat option (AFF2e p64).



Scimitar

These slim and curved single edged swords are popular in much of Khul and southern Allansia. Especially popular with the desert tribes, they are light and easy to use.

	City	Town	Village
Armoured Fist	30gp	35gp	45gp
Bastard Sword	70gp	80gp	100gp
Cleaver	15gp	18gp	18gp
Elven Longknife	30gp	30gp	45gp
Greathammer	110gp	140gp	160gp
Repeating Crossbow	125gp	150gp	200gp
Scimitar	30gp	35gp	40gp

New Weapon Damage Tracks

	1	2	3	4	5	6	7+
Armoured Fist	1	1	1	2	2	2	3
Bastard Sword	2	3	3	3	4	4	5
Cleaver	1	2	3	3	3	4	5
Elven Longknife	2	2	2	3	3	3	4
Greathammer	2	3	4	4	5	5	6
Repeating Crossbow	2	2	2	3	4	4	5
Scimitar	2	3	3	3	3	3	4



New Armour

Although the armour types described in the AFF Corebook cover most of the common armours used by adventurers, there are a few other rarer armour types that are sometimes found or used. These are not that popular with most warriors due to their awkwardness or weight.

Armoured Fist

See above for description.

Great Helm

Although most armours will include a basic helmet, the Great Helm is a huge metal helmet that completely encompasses the head and neck. There are eye slits to see out of, but otherwise the head is enclosed fully. Although very protective, the helmet is hard to see out of and it is very difficult to hear what is going on. The wearer suffers a -2 penalty to all Awareness tests whilst wearing the helmet.

Leather Jack

This boiled leather jacket has no sleeves and ends just below the waist. Although it does not cover a huge amount of the body, it is light and easy to wear and does not require any proficiency in the Armour special skill to use.

Scale Armour

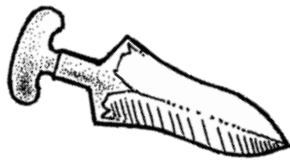
This armour has a thick leather hauberk with overlapping metal scales sewn all over it. It is cheaper than chainmail because it is somewhat easier to make, but it is also heavy and restrictive to wear. It can look very impressive however if the scales are polished and waxed, and can be positively blinding!



Combat Companion

Tower Shield

This enormous reinforced shield is almost the size of a door. It is very, very heavy (takes up two equipment slots) and very unwieldy, applying a -1 penalty to all SKILL and combat rolls whilst it is carried and used. It is big enough however to fully hide behind against missile fire.



	City	Town	Village
Armoured Fist	30gp	35gp	45gp
Great Helm	45gp	55gp	60gp
Leather Jack	15gp	15gp	20gp
Scale Armour	45gp	55gp	70gp
Tower Shield	25gp	35gp	40gp

New Weapon Damage Tracks

	1	2	3	4	5	6	7+
Armoured Fist	0	0	0	0	0	+1	+1
Great Helm	0	0	0	0	0	+1	+2
Leather Jack	0	0	0	0	0	1	2
Scale Armour	0	1	1	2	2	2	3
Tower Shield	0	0	+1	+1	+1	+2	+2



New War Mounts

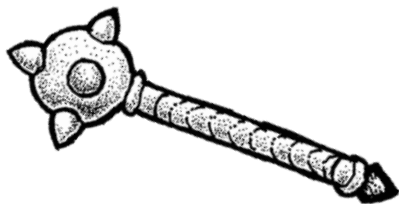
There are a wide range of possible battle-trained mounts that Heroes can buy to ride into combat from suitable trainers and appropriate merchants. These mounts will usually require a custom made or appropriate saddle and other tack. After all, a standard horse bridle is unlikely to fit a Giant Ant!

The prices here are for trained and battle-ready mounts. Availability is likely to be far more of an issue than price most of the time, with some of these mounts very rare indeed. It could even be that the Heroes have to travel significant distances to find a trainer who has one or more of a specific mount for sale fully trained.

Unlike weapons, it is certainly worth remembering the old maxim “buyer beware” when it comes to mounts. Much like used vehicles in our own world, a mount may not always be as it first seems, and assessing how battle ready a mount is may be very difficult indeed.

More detail is provided on each of these mounts in Chapter 8.

Mount	Price
Giant Ant	240gp
Black Elk	620gp
Giant Chameleon	550gp
Chaos Steed	2300gp
Demon Steed	1900gp
Gunderwal	290gp
Horse (Warhorse)	190gp
Giant Lizard	230gp
Ophidiotaur	580gp
Rhinoceros	350gp
Wyvern	960gp



CHAPTER 8 - MOUNTED COMBAT

Although most Heroes obtain horses or other mounts solely in order to get around more quickly, the height and speed of a mounted Hero can often swing a battle rapidly. However, fighting from horseback is more difficult than it looks and not for the unskilled or the faint-of-heart.

This chapter provides various options and possible mounts for a Hero who is keen to get on the move and make more of an impact!



Suitable Mounts

Although Horses are the obvious and classic choice for a mount, the world of Titan contains many different beasts suitable for riding, either by the "standard" humans, dwarves and elves or by other stranger humanoids. Some of the creatures listed below are bred in captivity and trained as mounts, and others are caught and trained as required. There are even a few mounts which must be magically summoned and controlled (or gifted by a demonic patron).

Although horses can be found almost everywhere, even if not necessarily trained for battle, many of the other creatures are found only in certain areas. It will be down to the Director to determine whether a mount is available and at what price, although suggested prices are given for untrained, trained and combat trained beasts. Some mounts may even require a quest or journey to even find a suitable beast!

A brief description of each of the more common mounts found on Titan are listed below, along with the book their full description and statistics can be found in. It is also worth noting that this list is not totally comprehensive, especially if the size of the rider varies. A Giant may be able to ride and control a Mammoth with ease, whereas a Pixie will find a Bloodhawk a suitable mount.

Giant Ant

Return to the Pit	page 21
Price	150gp untrained
	180gp trained
	240gp combat trained

Although a little small to be easily ridden by a human, Giant Ants can however be easily ridden by a Dwarf or similar sized hero. They are not easy to train, given their hive mind and social organisation, but some Dwarf clans are said to have the secret. The eggs must be stolen from a Giant Ant colony, which is no mean feat by itself, and then raised. However, they are tireless and can even climb on a vertical surface if necessary. They can also find their way around easily in pitch blackness.

Black Elk

Beyond the Pit	page 19
Price	440gp untrained
	500gp trained
	620gp combat trained

Although not commonly found, these huge beasts make excellent mounts for a warrior. They are strong, very tough, are able to inflict large amounts of damage and have excellent stamina. They do require a Hero have at least 9 SKILL to ride, due to the great strength needed to control them, but they are usually worth the time to find and train. Their height also means that they are not that easy to climb aboard!

Giant Chameleon

Beyond the Pit	page 28
Price	370gp untrained
	430gp trained
	550gp combat trained

Although commonly ridden by Chameleonites, these huge reptiles are occasionally ridden by others who have cause to travel through deep jungle. Although they are able to travel across open ground, they much prefer the cover of the jungle, where they are able to climb trees, walk easily

Combat Companion

along branches and easily hide. They are not fast movers, but their agility and climbing ability makes them useful amongst the trees.

Chaos Steed

Return to the Pit	page 42
Price	1400gp untrained 1700gp trained 2300gp combat trained

Although no self respecting Hero would willingly ride such a foul amalgamation of flesh and body parts, Chaos Steeds are sometimes ridden by unscrupulous servants of evil. Chaos Warriors especially are fond of these unusual and unpredictable beasts, although they can also be fearsome to face in battle. Although not available for sale in human cities, they can sometimes be found available in humanoid or remote encampments.

Demon Steed

Beyond the Pit	page 38
Price	1000gp untrained 1300gp trained 1900gp combat trained

These lesser Demons are sometimes summoned and bound and used as mounts by the more demonically inclined, but rarely used by true Heores. They are fast and strong and, being Demons, have virtually endless stamina. However, they cannot be trained by normal means and must instead be trained by magic in order to be capable of being used in battle. Although it is incredibly rare to find a Demon Steed for sale, it does occasionally happen.

Gunderwal

Beyond the Pit	page 64
Price	170gp untrained 200gp trained 290gp combat trained

These strange looking creatures are frequently used as mounts and pack beasts by the Lizardmen of Khul. They are slow and stolid creatures, but are also very strong.

Although well suited to the trackless wastes of the central Khulian deserts, they do smell rather strongly and are often surrounded by a large swarm of flies and biting insects! They are not that difficult to obtain in the right areas of southern Khul.

Horse (Warhorse)

Return to the Pit	page 107
Price	100gp untrained 130gp trained 190gp combat trained

Horses are the most common mount found on Titan, and are freely available almost everywhere. Some are especially bred for combat, and these are bigger and stronger than normal horses. However, it is usually possible to train any breed of horse to be comfortable in battle with enough time and effort.



Giant Lizard

Out of the Pit	Page 75
Price	140gp untrained 170gp trained 230gp combat trained

Up to six metres long and one and a half meters tall, these huge lizards are often used as mounts by Lizard Men and Caarth, who find controlling their fellow reptiles easy. However, they can also be trained by non-Lizard Men and are sometimes found ridden in the hotter and drier regions of Titan. They are not particularly fast, but are excellent in desert regions and can climb very steep slopes with ease. They are also potent in battle, being dangerous beasts in their own right.

Night-Mare

Description/Availability/combat

Return to the Pit	page 138
Price	n/a untrained
	n/a trained
	n/a combat trained

A more powerful, winged version of the Demon Steed, these steeds are used as mounts by master Demologists or greater Demons resident on Titan. They are powerful creatures, and their silent flight often gives their rider a significant edge in battle. They are never found for sale, and do not require training, due to their demonic intelligence.

Ophidiotaur

Beyond the Pit	page 699
Price	400gp untrained
	460gp trained
	580gp combat trained

These horse-sized reptilian beasts are well suited to being used as mounts, being fast, strong, armoured and dangerous to enemies. They are also unusually intelligent for riding beasts and are thus difficult to ride if they do not like their rider. Treating an Ophidiotaur badly, using evil magics or consorting with orcs and trolls is likely to see the mount vanish during the night, never to be seen again.

Pegasus

Out of the Pit	page 92
Price	n/a untrained
	n/a trained
	n/a combat trained

These creatures are not normally resident on the mortal planes of Titan, and so are normally encountered only if summoned (or sent) to the world. They are highly intelligent creatures, and so will only serve a master that they respect. They do not require any sort of training. A Pegasus who does not wish to be ridden cannot be ridden. This intelligent nature means that they will not stand for being sold or traded, and also means that they can fight on their own account in battle.

Rhinoceros

Return to the Pit	page 154
Price	260gp untrained
	290gp trained
	350gp combat trained

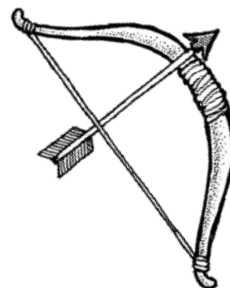
These huge beasts cannot be ridden by a human-sized rider. They can be stubborn and are far too strong to be controlled by any rider smaller than an Ogre. However, a large enough rider can take advantage of the massive strength and surprising speed of these beasts. However, even a strong enough rider must have Riding and Mounted Combat special skills of at least 3 to restrain the unpredictability of these animals.

Wyvern

Out of the Pit	page 122
Price	600gp untrained
	720gp trained
	960gp combat trained

These huge relations of Dragons are rather less intelligent and, if captured young, can be trained as mounts. The combination of flight and fiery breath makes these a powerful mount, although their unpredictability means that the Riding special skill of a rider is considered two points lower than the actual value. Despite the difficulty of controlling them, these are much sought after mounts, even if they are difficult to keep and feed!

Other creatures are ridden by other types of creatures, such as Goblins riding great Wolves and some Giants riding Dinosaurs. However, these are not common enough to be listed here. If desired, the Director can make many other creatures available as mounts.



Mounted Combat Rules

Basic Rules

The mounted combat rules presented on page 60 of Advanced Fighting Fantasy 2e are straightforward enough, and are repeated and expanded here.

A mounted character must have both the Riding and Mounted Combat special skills in order to fight effectively. If the Hero does not have both of these, they will suffer a penalty of -4 to their combat total, and may find their mount fleeing combat.

A Hero will use the lowest of their Mounted Combat, Ride and weapon special skills to generate their combat total. Thus a blademaster with 5 in the Swords special skill, 3 in the Ride special skill and 1 in the Mounted combat special skill will use 1 as their weapon special skill. Of course, on foot the Hero would be far more effective because they could just use their Swords special skill.

A Hero fighting from the back of a mount will have a +1 bonus to combat totals due to the improved height.

The Director should use some discretion when it comes to mounted combat. A Hero using a shortsword and mounted on a huge Gunderwal will have real trouble hitting a short goblin. Tall or large mounts may require a Hero with a long weapon such as a spear to hit smaller enemies.

Expanded Rules

In addition to the bonuses described above, a Hero may use the attack of the Mount against another enemy within range. A Hero riding a Giant Lizard can thus direct it to use its Medium Bite against another enemy in melee range in addition to any attacks they may make with their weapon.

The improved movement of a mount will also have significant benefits for a mounted warrior. Many creatures can move faster or jump further than a human, and some can even fly! Flying mounts especially will require some changes to the narrative description of the scene as the Hero and their mount will swoop in and out of combat.

A mount moving at speed, including all flying mounts, will not suffer the normal penalties for leaving combat (see Page 20) because they are just moving too fast to be caught up in the fight. It is of course possible for a mount (not flying) and rider to charge into a combat and then stop there to continue hacking away at an enemy. However, if a charging mount does not stop, and there is room to move on, they must spend the following round turning round and heading back in. They will not fight on this round unless they run into more enemies or are involved in missile combat.

On the round that they are in combat, rolls are made and results calculated as usual.

It is also possible for a Hero to use a missile weapon from the back of a mount. A longbow cannot be used due to the great length, but a shortbow, crossbow or sling can all be used without problem. The same restrictions on special skills apply, such that the weapon special skill is still limited by the level of the Riding and Mounted Combat special skills.

A Hero attempting to dodge enemy attacks whilst mounted however, will limit their Dodge special skill to Mounted Combat and Ride in the same way that weapon special skills are limited. In addition, they will have a -2 penalty to their Dodge rolls to reduce damage due to the reduced freedom of movement in the saddle.

Example:

Sir Alarwyn, Knight of Salamonis, sees a small group of Goblins emerge onto the road ahead. Three are armed with wicked looking shortwords, and two with shortbows. Sir Alarwyn levels his lance at the foul creatures and kicks his warhorse into a charge. The doughty Knight receives a +3 bonus to his attack total and +2 to his Damage roll for making a Charging Attack.

In addition, his trusty warhorse will also attempt to make a Trample attack against a second Goblin with a -2 penalty to the attack but +2 to the damage roll.

These attacks go well and leave two pf the sword wielding Goblins sprawling in the dust, and none of the attacking Goblins lands a blow.

On the following round, Alarewyn turns his mount to attack again, but will have to avoid the arrows of the two Goblin archers whilst he does so. After that, Sir Alarwyn can once more charge in with the threat of great damage...

Mounted Combat Options

As with Heroes fighting on foot, a mounted combatant can choose to use various options. Most of the options presented in Chapter 4 are available for a mounted Hero with the exception of Dodging Attack, Stand Firm, Tumbling Attack and Whirlwind Attack.

Although a Hero with a missile weapon can use the Sniper Shot option, but their mount may not move during the round that the Hero is aiming.

Charging Attack is obviously available, with additional bonuses for using a spear or lance. The Charging Attack option is repeated below for convenience.

Barge

This option uses the weight and mass of the mount to barge into an opponent. Although this results in the mount being slightly more vulnerable (having a -1 penalty to their combat total) this does put the rider into a better position and gives them a +1 bonus to their own combat roll. This option is frowned upon by some fighting orders for the undue risk it puts the mount at.

Break Out

If the optional rule for leaving combat is used, this Option will allow the mounted Hero to escape combat and trample an opponent whilst they are doing so. By choosing this option, the Hero forgoes their own attack on that round, but must still test their SKILL or LUCK. On a success, the mount can make a combat roll as normal against one opponent. If this is a failure, the mount manages to barge past the opponent and escape as normal. If the combat roll is a success, the mount inflicts damage as normal (and armour applies) and the mount escapes the combat.

If the original test for LUCK or SKILL by the Hero is a failure, the Hero must remain in the combat for that round.

Charging Attack

This option may only be used if the Hero is able to rush to attack an enemy, and can reach them that same round. The charging Hero gains a bonus of +1 to their combat total on that round. If the charging Hero is on foot and has a spear or polearm or similar, they gain an additional +1 to their combat total and a +1 to their damage roll if they win the combat round. However, if the enemy being charged also has a spear, they will also gain a +1 to the damage roll if they win the round.

If the attacker is mounted, they gain an additional +2 to the combat and damage rolls if they have a spear or lance. However, a target charged by a mounted hero has +2 to the damage roll if they win the round.

Rear Up

When this combat option is used the mount rears up before attacking their enemy. This gives the mount a +1 bonus to their Attack roll, but applies a -1 penalty to the Attack roll of the rider due to the difficulty attacking from a rearing mount.

Trample

This option uses the weight and bulk of the mount to try and trample all over the target. Although difficult to pull off (-2 Attack roll for the mount attack) this attack can do significant amounts of damage and applies a +2 bonus to the damage roll. There is an additional +1 bonus to damage if the target is significantly smaller than the mount.



Whirl

When this option is used, the mount will whirl around for the round. Neither the mount nor the rider may inflict any damage that round, but the opponents gain no bonus for outnumbering the rider either during that round, no matter how many enemies there are.

Training Mounts

A wild or untrained creature cannot be ridden at all by anyone unless somehow controlled by magic of some sort. A Hero can make a riding roll with a penalty of -3 to -6, depending on how wild the creature is, just to stay on, although steering it in a particular direction will be very difficult indeed and fighting from it impossible.

Basic training normally takes several months and must be conducted by someone skilled with training that type of animal. Once trained, the creature can be ridden properly by anyone with at least one point in the Riding special skill. Sudden noises, attacks or other shocks can still startle the mount and require a successful Riding special skill test to stay on and keep the mount under some sort of control. It will not be possible to fight from a standard trained mount.

Combat training requires a mount to first complete standard training, and then spend several more months with a specialist trainer. At the end of this time, the creature should make a SKILL test. If this is a success, the mount is combat trained. If the test is a failure, the creature is not well suited to combat training. The combat training can be repeated, again taking several months, and another SKILL test made. If this test is also failed, the creature can never be combat trained. It is just not suited to the noise and stress of battle. It may however still be ridden and retains its standard training.

The cost of training will vary by region, but will cost at least 10gp per month, with 1-6 months needed to complete. Combat training will generally cost 20gp a month or more, and will take another 1-6 months. Standard horse trainers will be commonplace, but those specialising in stranger mounts will be much rarer, as will those who can combat train.

A Director may allow a Hero to train their own mount. The Hero must have the Animal Lore special skill and must be able to spend most or all of the required time working with the beast (at least several hours each day). The Hero must have Animal Lore of 2 in order to train a mount to be ridden and 4 to train it for combat. All other requirements mentioned above apply.

Some obscure beasts (such as Wyverns or Giant Ants) may require a specialist trainer (or Animal Lore of 6) in order to train at all due to their difficult behaviour and specific techniques required.

Example:

Sir Alarwyn is looking for a new warhorse after an unfortunate incident with some Goblins and a hidden Troll ...

After visiting the friendly local horse dealer, the Knight realises that to purchase a fully war-trained Horse will cost 190gp. Although this is affordable, Sir Alarwyn is as well known for the tightness of his purse strings as for the skill of his swordarm.

Deciding against the "off the shelf" option, the Knight decides to use his highly talented Groom to save some money. A Trained horse will still cost 130gp, but will be rideable whilst it is trained, and the new horse will hopefully be fully combat trained in a few months. This saves the frugal Knight some 60gp.

The other option is to purchase a completely untrained Horse for 100gp. If this option is chosen, the Groom will first need to train the Horse to be ridden, which could take months, and then combat train it, which could take many months more.

The risk with training the mount themselves is that the animal may well be incapable of such training, which would then necessitate buying another Horse and starting again!



CHAPTER 9 - MONSTER TEMPLATES

The templates provided in this chapter can be applied to any "standard" monster from Out of the Pit, Return to the Pit or Beyond the Pit (or indeed any creature from any book) to increase their abilities and make them a greater threat as enemies. These Templates also increase the range and variety of abilities and can introduce an element of surprise. The Heroes may well be expecting an Ogre to simply wield a heavy club and grunt and so when said Ogre starts flinging spells...

These Templates can be applied to one or more of the enemies and different Templates can be applied to different enemies within the same enemy group. Thus a simple band of Goblins, who are unlikely to pose a threat to experienced Heroes, can be made far more dangerous by making one a Hero, another a Shaman and the rest as Enforcers or Scouts.

The use of these Templates can also serve to keep the Heroes on their toes. The Heroes may see a bunch of Goblins, and think "Easy!!", and then receive a nasty shock when a Hero, Shaman, Wizard and some veterans fight back! There are various types of Templates that can be applied, depending on the Type of creature.



Humanoid Templates

These templates can be applied to Orcs, Goblins, Trolls, Lizardmen etc. Although in theory any of these Templates could be applied to any Humanoid with at least "Low" intelligence, a Wizard Troll is likely to be a rare encounter. However, the very possibility that a Troll could be a Wizard should certainly give the Heroes a pause! These can also be mixed and matched within the same group.

It may also be possible to mix two of these for the same enemy. A Hero-Wizard is a powerful and frightening enemy, even if applied to a Goblin!

Example: A group of Heroes will be encountering a small Goblin War band. Goblins, with SKILL 5, STAMINA 5, Shortsword and Light Armour are not particularly challenging for a group of Heroes, especially if they have some experience. Thus we use the Templates below to create a small but powerful warband composed of one Goblin Hero, one Berserker, two Scouts, four Veterans and a Shaman. Our warband would have:

Goblin Hero

SKILL 8, STAMINA 13,

Swordsword (+1 damage), Medium Armour (+1 rolls)

Goblin Berserker

SKILL 6, STAMINA 5,

Greatsword (+2 damage),

Two Goblin Scouts

SKILL 6, STAMINA 5,

Sword, Bow, Light Armour, +3 Stealth special skill

Four Goblin Veterans

SKILL 6, STAMINA 7,

Swordsword, Medium Armour

Goblin Shaman

SKILL 5, STAMINA 5,

Swordsword, Three Priestly powers

Combat Companion

Berserker

SKILL	+1
STAMINA	-
Special:	+2 to Damage rolls

Description:

Berserkers are warriors that use large and/or damaging weapons, often two handed, and charge into combat with reckless abandon and little thought to their own safety. Many of them (but certainly not all) will forgo armour, relying on dealing large amounts of damage to their enemies before they are taken down. Berserkers will choose the most aggressive combat options they can and will only flee through magical means.

Champion

SKILL	+2
STAMINA	+2
Special:	+1 to Armour and Damage rolls

Description:

A Champion is an experienced and skilled warrior, used to inspire the lesser troops with their bravery and ability. In warbands they will be found in the front line fighting the biggest and scariest enemy. They may also be used for "trial by combat" battles and some tribes and societies will have an "official" Champion. A Champion will wear armour one grade higher than normal for that creature and will usually have the best weapons that can be obtained.

Chief

SKILL	+1
STAMINA	+2
Special:	Applies +1 bonus to all ally combat rolls whilst fighting

Description:

A Chief may not be the biggest, strongest or most skilled member of the tribe or civilisation, but they are usually the brightest and most cunning. A Chief will usually wear some clothing or ornamentation to mark out their status and may also have one or more bodyguards for protection. Their armour and weapons will be the best that they can afford and they will direct the battle from behind the protection of their guard(s).

Enforcer

SKILL	-
STAMINA	+4
Special:	+1 to Damage rolls

Description:

Enforcers are the tough and skilled warriors used by the Chief to keep others in line. They dish out punishment to those that offend the Chief, keep the ordinary members of the tribe or society in line and otherwise do all of the strongarm work. They have no compunction about using violence. They wear the same armour and carry the same weapons as the usual creatures, although some will also carry a whip or cudgel to inflict a beating without killing their victim.

Hero

SKILL	+3
STAMINA	+8
Special:	+1 Damage and Armour rolls, one greater grade Armour

Description:

Heroes are the greatest champions of the tribe and possibly even of all of that type of creature in the area. They are skilled in battle, well armed and armoured (maybe even with magical items) and may have achieved great deeds. Humanoid Heroes will be first into battle and last to leave and will be considerably braver than the common kind.

Scout

SKILL	+1
STAMINA	-
Special:	Stealth 3 special skill

Description:

Scouts are used to reconnoitre enemy territory, patrol boundaries, track prey (of all kinds) and to lay ambushes. They normally wear no armour, but will carry a bow or other missile weapon in addition to the normal melee weapon for their kind. Scouts will make use of stealth, cover, traps and trickery wherever they can and will often flee from hand to hand combat or a more powerful enemy.

Shaman

SKILL	-
STAMINA	+2
Special:	Three Priestly powers

Description:

Shaman are the interface between the Gods of the Tribe and the common creatures. Depending on how advanced the tribe is, the Shaman may be a feather- and bone-wearing voice of the Gods or a robed and educated priest. Shamen will have one or more Priestly abilities chosen by the Director for their suitability and will likely have Minor Magic also. A Shaman could be an insane oracle, muttering strange terms to themselves, or they could be the voice of reason and education within the tribe.

Veteran

SKILL	+1
STAMINA	+2
Special:	One better armour grade

Description:

Veterans have no special training or abilities, but do have experience. They have survived the hardships of life for a long, long time and have seen many battles. They are canny in combat, using whatever tactics suit the situation best, and will retreat if they are outnumbered or clearly losing. They have not survived that long by facing overwhelming odds!

Wizard

SKILL	-
STAMINA	-
Special:	Wizard (or similar) spells

Description:

Wizards are humanoids that have learned to use magic (normally Wizardry, but occasionally this can be Sorcery, Necromancy etc) by some means. This could have been from another Wizard, could be natural talent or could also be as a result of owning some tribal relic or other. Wizards are usually well respected by the normal creatures, but are rarely leaders. They have little in the way of weapons or armour, relying on their magic instead.

Monster Templates

These Templates are applied to Animals and Monsters of all kinds, from bears and wolves to sandworms and dragons. The creature it is applied to need not be intelligent. Some are caused by magical experimentation, some by magical fallout and others by magical accidents.

Example: The Heroes encounter a Nandibear. Although fairly powerful already (SKILL 9, STAMINA 11, 2 Attacks, Medium Claws, Light Armour), it will be no match for a well armed group, and so we decide to apply a Template to make it more of a threat by making it a Dire Nandibear. Its new statistics are:

Dire Nandibear

*SKILL 10, STAMINA 13, 3 Attacks,
Medium Claws (+1 damage rolls), Light Armour*

Chaos-

SKILL	-
STAMINA	-
Special:	1d6 Mutations

Description:

This Template makes the creature a mutated version of the creature, one afflicted and changed by Chaos energies and magics and with all manner of strange characteristics. Each time this template is applied, 1d6 mutations are applied to the creature. The mutation table below can be used or, if you have access to Beyond the Pit, the table on page 31 of that book can be used:

D6	Mutation
1	Tentacles. +1 Attack. Damage as Small Claws.
2	Spines. Medium Armour. Attacks on creature inflict 1 STAMINA damage.
3	Extra Eyes. +1 SKILL. Cannot be surprised.
4	Extra Arm/Leg. +1 Attack.
5	Regeneration. Heals 2 STAMINA per combat round.
6	Compound Eyes. +1 SKILL. +2 Awareness special skill.

Combat Companion

Dire-

SKILL	+1
STAMINA	+2
Special:	+1 to Damage rolls, +1 Attack

Description:

Monsters with this template are larger and much nastier than their normal counterparts. They are more aggressive and will normally have the "Hostile" reaction. They are also less likely to flee combat if things are going badly. Even normally docile herbivores and other placid creatures with this Template will be aggressive and tenacious in attack.

Enchanted-

SKILL	-
STAMINA	-
Special:	One or two Magical powers

Description:

A creature with this Template has been affected by powerful magic at some point, either deliberately or accidentally, and now has one or more magical powers. The Director should choose (or randomly determine - the Chaos Magic table in Heroes Companion p28 may prove useful) one spell effect. This power may be active permanently on the creature, or it may be able to activate it at will. The Director will determine whether the creature has unlimited uses or only a few times a day. Generally, the more powerful the effect, the less times the creature can use it. This Template can be applied more than once.

Huge-

SKILL	-
STAMINA	+6
Special:	+2 to Damage rolls, +1 attack

Description:

Creatures with this Template are much, much bigger than normal. Twice the normal size or even more! This increased size makes them much tougher and harder to bring down, although they do not have any other special abilities.

Large-

SKILL	-
STAMINA	+2
Special:	+1 to Damage rolls

Description:

This Template makes a creature bigger. They will clearly stand out amongst normal individuals of their kind, but will not be particularly rare or unusual.



Construct Templates

These Templates are for magically created or crafted Constructs. Golems, Living Statues and similar are all suitable for this category. These Templates will generally be applied when the Construct is created and that creature will always have that Template.

Example: Our powerful Heroes have reached a guarded room in the Dungeon and we need a suitably powerful guardian to protect it. We choose a Metal Sentinel that has SKILL 12, STAMINA 12, Sword, Medium Armour. We want to make it a threat to the whole group, and so we apply the Charged Template:

Charged Metal Sentinel

SKILL 14, STAMINA 12, 3 Attacks,

Sword (+1 damage), Medium Armour

Charged

SKILL	+2
STAMINA	-
Special:	+1 to Damage rolls, +2 attacks

Description:

A Construct with this Template has been infused with extra energy, making it move much faster and have better reactions. Every movement the Construct makes will be faster and they will often appear jerky.

Enhanced

SKILL	-
STAMINA	-
Special:	Magical power

Description:

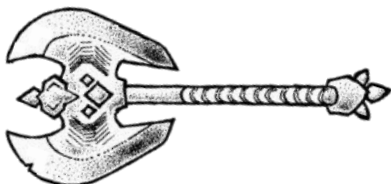
A Construct with this Template has an additional power, either physical or magical. It may have an embedded spell (being able to fire a Force Bolt from an arm) or could have a built-in weapon. The Director will need to determine the exact enhancement, which will partly depend on the form the construct takes. The Chaos Magic table in Heroes Companion (p28) can be used if the Construct has a magical power.

Reinforced

SKILL	-
STAMINA	+6
Special:	+2 to Armour rolls, Heavy Armour

Description:

A Construct with this Template has been made stronger and tougher than normal. A Golem may have iron reinforcing bands or similar. However it is done, the Construct is much tougher and harder to destroy.

**Demon Templates**

These Templates are applied to Demons, Elementals and other creatures from other planes of existence. These various versions of the "standard" Demon are sometimes used as officers or leaders of their more normal brethren or could be alone. These variants are intrinsically more powerful than the normal version and will not revert or otherwise sink back to the level of the normal type.

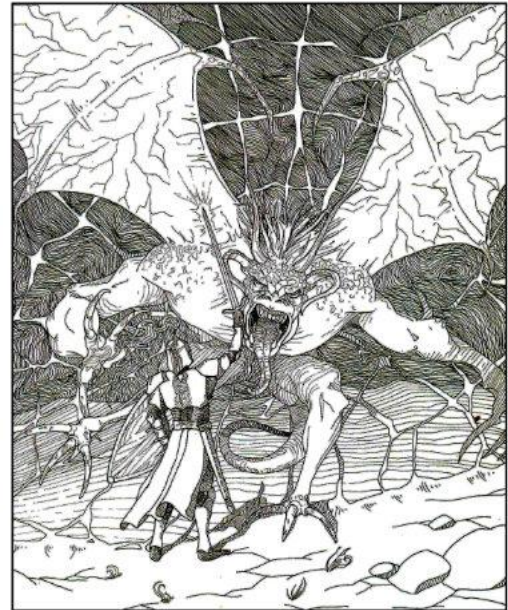
Example: A Demon awaits in the throne room of the dungeon, ready for the great showdown with the Heroes. We want to use a classic Fire Demon, but it needs to be truly scary to meet, even for our veteran Heroes. A Fire Demon is normally SKILL 10, STAMINA 10, 3 Attacks, Sword (+2 to damage rolls), Light Armour, Fire Breath. We decide to use the Lord Template:

Lord Fire Demon

SKILL 12, STAMINA 16,

Sword (+3 to damage rolls), Light Armour (+1 to rolls)

Fire Breath, One Magical Power

**Greater**

SKILL	+1
STAMINA	+4
Special:	+1 to Damage rolls

Description:

This Template makes the Demon much bigger, stronger and nastier than the standard type. They are much more dangerous and are sometimes used as leaders of warbands.

Combat Companion

Lord

SKILL	+2
STAMINA	+6
Special:	+1 to Damage and Armour rolls. Magical power.

Description:

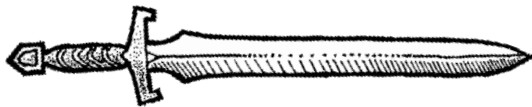
This Template makes the Demon a much, much more powerful version of the normal type. Not only are they stronger and tougher, they will usually have at least one extra magical power that they can use at will. The Chaos Magic table in Heroes Companion (p28) can be used to determine this magical power.

Major

SKILL	-
STAMINA	+2
Special:	+1 to Damage rolls

Description:

These Demons are somewhat bigger, stronger and more powerful than the normal type. They are sometimes used as shock troopers in armies or as sergeants for small groups.



Undead Templates

Some undead are ethereal and some have physical form, and the Templates below apply to one or the other. These templates should only apply to Undead encountered in "the wild" rather than summoned.

Example: We need some potent guardians of a tomb that has been sealed for many centuries. Normally a Skeleton Warrior is SKILL 8 and STAMINA 6. We make it an Ancient Skeleton Warrior:

*Ancient Skeleton Warrior
SKILL 10, STAMINA 12,
Battleaxe (+1 to rolls), Medium Armour (+1 to rolls)*

Ancient-

SKILL	+2
STAMINA	+6
Special:	+1 to Damage and Armour rolls

Description:

This Template may be applied to any undead, ethereal or physical. It means that the Undead creature has been haunting Titan for a very long time indeed, The undead creature has slowly acquired power and potency over the years, and even a lowly zombie or skeleton can be very frightening after all of that time.

Burning-

SKILL	+1
STAMINA	+2
Special:	See below

Description:

This Template, which can apply to any physical undead that is not specifically flammable, enhances it with fire. Ghostly flames dance around the undead, dimly illuminating the area and causing an additional 1 STAMINA damage to anyone struck by the undead, or anyone striking the undead with fists, feet or other natural weapons. These flames will not ignite flammable items, and will not harm the undead itself.

Cursed-

SKILL	+2
STAMINA	+4
Special:	Magical Ability

Description:

An ethereal undead with this Template has a greater link to whatever negative plane provides power to keep the spirit on Titan. This increased power makes the spirit more dangerous and also gives it one magical power it can use at will. Use the Chaos Magic table on p???? of the Heroes Companion to randomly generate this power if desired.

APPENDICES

Abbreviations

Combat Companion

Weapon Damage Tracks

	1	2	3	4	5	6	7+	
Armoured Fist	1	1	1	2	2	2	3	Combat Companion
Arrow - Longbow	2	3	3	3	3	4	5	AFF2e
Arrow - Shortbow	1	2	2	3	3	3	4	AFF2e
Bastard Sword	2	3	3	3	4	4	5	Combat Companion
Battle Axe	3	3	3	3	4	4	5	AFF2e
Blunderbuss	1	1	2	2	3	3	4	Blacksand
Cleaver	1	2	3	3	3	4	5	Combat Companion
Club	1	2	2	2	3	3	4	AFF2e
Crossbow Bolt	2	2	3	3	4	4	5	AFF2e
Dagger	1	1	2	2	2	2	3	AFF2e
Elven Longknife	2	2	2	3	3	3	4	Combat Companion
Greathammer	2	3	4	4	5	5	6	Combat Companion
Greatsword	2	3	3	4	4	5	6	AFF2e
Handaxe	2	2	2	3	3	3	4	AFF2e
Javelin	2	3	3	3	3	4	5	AFF2e
Lance	2	2	3	3	4	4	5	AFF2e
Mace	2	3	3	3	3	3	4	AFF2e
Morning Star	1	2	2	3	4	4	5	AFF2e
Pistol	1	2	2	3	3	4	5	Blacksand
Polearm	2	3	3	3	4	4	5	AFF2e
Quarterstaff	1	2	3	3	3	3	4	AFF2e
Repeating Crossbow	2	2	2	3	4	4	5	Combat Companion
Scimitar	2	3	3	3	3	3	4	Combat Companion
Short Sword	1	2	2	3	3	3	4	AFF2e
Sling	1	1	2	2	2	3	4	AFF2e
Spear	2	2	3	3	3	4	5	AFF2e
Sword	2	3	3	3	3	4	5	AFF2e
Throwing dagger	1	1	1	2	2	2	3	AFF2e
Warhammer	2	3	3	3	3	3	4	AFF2e
Improvised weapon	1	1	1	2	2	2	3	AFF2e
Unarmed (Human size)	1	1	1	1	1	2	3	AFF2e
Unarmed (Large sized)	2	2	2	2	3	4	5	AFF2e
Bite/Claw - Small	2	2	3	3	3	3	4	AFF2e
Bite/Claw - Medium	2	3	3	3	4	4	5	AFF2e
Bite/Claw - Large	3	3	4	4	5	6	7	AFF2e

Mounted Combat Options

Barge	-1 to Mount combat total and +1 to rider combat total	CC
Break Out	Can escape combat and damage enemy at the same time	CC
Charging Attack	+2 to combat total and damage roll if able to charge enemy whilst mounted	CC
Rear Up	+1 to mount combat total but -1 to rider combat total	CC
Trample	-2 to mount combat total but +2 or +3 to mount damage roll	CC
Whirl	Mount and rider cannot cause damage but no outnumbering bonus for enemies	CC

Armour Protection Tracks

	1	2	3	4	5	6	7+	
Armoured Fist	0	0	0	0	0	+1	+1	Combat Companion
Breastplate	0	0	0	1	2	3	4	AFF2e
Chainmail Cuirass	0	0	0	1	2	2	3	AFF2e
Chainmail Hauberk	0	1	2	2	2	2	3	AFF2e
Great Helm	0	0	0	0	0	+1	+2	Combat Companion
Large Shield	0	0	0	+1	+1	+1	+2	AFF2e
Leather Cuirass	0	0	0	0	1	1	2	AFF2e
Leather Hauberk	0	1	1	1	1	1	2	AFF2e
Leather Jack	0	0	0	0	0	1	2	Combat Companion
Plate Armour	1	1	2	2	3	3	4	AFF2e
Scale Armour	0	1	1	2	2	2	3	Combat Companion
Small Shield	0	0	0	0	+1	+1	+2	AFF2e
Tower Shield	0	0	+1	+1	+1	+2	+2	Combat Companion
Monster Light Armour	0	0	0	1	1	1	2	AFF2e
Monster Medium Armour	0	0	1	1	2	2	3	AFF2e
Monster Heavy Armour	0	1	2	2	3	3	4	AFF2e
Dodge 1	0	0	0	0	0	1	2	AFF2e
Dodge 2	0	0	0	0	1	1	2	AFF2e
Dodge 3	0	0	0	1	1	2	3	AFF2e
Dodge 4	0	0	1	1	2	2	3	AFF2e
Dodge 5	0	1	1	2	2	3	4	AFF2e
Dodge 6	0	1	2	2	3	4	5	AFF2e

Required Armour Special Skill

AFF2e	Revised (p20)	Armour
7	6	Leather Cuirass or Large Shield
8	7	Leather Hauberk, Armoured Fist
9	8	Chainmail Cuirass, Breastplate or Tower Shield
10	9	Chainmail Hauberk, Great Helm
11	10	Plate Armour, Scale Armour

Combat Options

All Out Attack	+1 STAMINA damage per -2 combat total	AFF
Assist	Uses own action to add +2 Combat Total and +1 Damage roll to ally	CC
Bypass Armour	-3 to combat total but ignore armour of target	CC
Cautious Attack	+1 to Armour roll but -1 to Damage roll this round	CC
Charging Attack	+1 to combat total and damage roll if able to charge enemy, +2 to both if mounted	CC
	+2 to combat total and damage roll if able to charge enemy whilst mounted	CC
Defensive	+2 bonus to all combat totals but cannot inflict damage	AFF
Disarm	If combat round is won, may test for LUCK to disarm enemy	CC
Dodging Attack	+1 to +3 bonus to Dodge rolls but same value as penalty to Damage rolls	CC
Double Shot	+2 STAMINA damage but fumbles on a 2-4	CC
Feint	+1 to damage roll for winner of round	AFF
Frenzied Attack	+1 STAMINA damage per extra enemy but all extra enemies hit automatically	CC
Push Back	Reduces damage roll to 1 but pushes opponent back	AFF
Rapid Shot	Fires two missiles but at -3 to combat total and D3 for damage roll	AFF
Stand Firm	-2 to Damage rolls but cannot be pushed back	CC
Sniper Shot	Aim for full round then +2 to combat total and -1 to defender armour roll	CC
Tumbling Attack	Enters combat, adds a bonus to the damage roll equal to Dodge special skill	CC
Whirlwind Attack	Attacks all enemies but uses d3 for damage roll and enemies get +1 to their damage roll	CC

Special Skills

Combat		Movement		Knowledge		Magical	
Armour	AFF	Acrobatics	AFF	Animal Lore	AFF	Magic-Battle Magic	HC
Axes	AFF	Climb	AFF	Assess Enemy	CC	Magic-Chaos Magic	HC
Battle Tactics	HC	Dodge	AFF	Bargain	AFF	Magic-Conjuration	HC
Bows	AFF	Jump	AFF	City Lore	AFF	Magic-Enchanting	HC
Brawling	AFF	Ride	AFF	Con	AFF	Magic-Mask Magic	HC
Clubs	AFF	Running	CC	Crafting	AFF	Magic-Minor	AFF
Firepowder Weapons	BS	Swim	AFF	Engineering	HC	Magic-Naval Sorcery	BS
Martial Arts	CC			Etiquette	AFF	Magic-Necromancy	HC
Mounted Combat	AFF			Evaluate	AFF	Magic-Priestly	AFF
Polearms	AFF			Fishing	AFF	Magic-Sorcery	AFF
Siege Weapons	HC			Forest Lore	AFF	Magic-Tattooing	HC
Staves	AFF			Healing	AFF	Magic-Wizardry	AFF
Strength	AFF	Stealth		Herb Lore	TH	Magic-Warrior Mage	CC
Swords	AFF	Awareness	AFF	Hunting	AFF	Magic Lore	AFF
Thrown	AFF	Disguise	AFF	Languages	AFF	Second Sight	AFF
		Locks	AFF	Law	AFF		
		Sleight of Hand	AFF	Leadership	AFF		
		Sneaking	AFF	Monster Lore	CC		
		Trap Knowledge	AFF	Navigation	HC		
				Religion Lore	AFF		
				Sea Lore	AFF		
				Secret Signs	AFF		
				Stewardship	HC		
				Underground Lore	AFF		
				World Lore	AFF		

Talents

Ambidextrous	Fight with two weapons	AFF Learned	+2 bonus to Knowledge Special Skills	AFF
Animalfriend	Will not be attacked by animals	AFF Light Sleeper	Can wake immediately	AFF
Arcane	Reduces chances of a spellcasting Oops	AFF Lightning Strike	Cannot be hit on first round	HC
Armour Training	+1 to Armour protection rolls	AFF Lucky	May re-roll one failed LUCK test	AFF
Attuned	Identify Magic Items	AFF Lucky Punch	Can use LUCK to double unarmed damage	CC
Barfighter	Bonuses in unarmed combat	CC Magical Resistance	Unaffected by low level spells	HC
Battle Rider	+1 to rider or mount combat totals	CC Master Tactician	+2 to battle Tactics tests	HC
Blessed	Use extra granted Priestly ability per day	AFF Natural Leader	Bonus to follower morale	HC
Clearsight	Can see through illusions	HC Natural Linguist	Has 1 point in all Languages	AFF
Combat Caster	Can cast in combat without penalty	CC Natural Mage	Auto-casts low level spells	AFF
Combat Reactions	Bonuses vs ambush and outnumbering	AFF Natural Physician	Increased effect of Healing Special Skill	AFF
Crack Shot	+1 to missile Damage rolls	AFF Packhorse	Can carry 20 items	HC
Dark Seeing	Can see in the dark	AFF Physical Empower.	May convert STAMINA to Magic Points	AFF
Dark Veil	Is unseen by Undead and Demons	HC Resilient	Can fight on after reaching 0 STAMINA	CC
Defender	Can use a shield to defend an ally	CC Robust	Recovers extra STAMINA from food & sleep	AFF
Duellist	+1 bonus in one-on-one combat	CC Silvertongued	+3 bonus to persuade type tests	AFF
Entrepreneur	Bonus to profit rolls	HC Solid Defence	Gains bonus to defensive Combat Options	AFF
Evasive	Can leave combat without penalty	CC Sniper	Bonus to missile attacks from aiming	CC
Familiar	Has an animal familiar	AFF Specialist	Bonus to combat total with one type of weapon	CC
Fast Healer	Heals 2 extra STAMINA per day	AFF Status	Higher Social Status and monthly income	AFF
Fleet Footed	Faster movement	AFF Strongarm	+1 bonus to Melee Damage rolls	AFF
Focus	Can make magical focus item	AFF Survivor	Can find food, water and shelter	AFF
Hawkeye	+3 bonus to Awareness tests	AFF Swashbuckler	+1 bonus to Dodge Protection rolls	AFF
Holy	Double effect of one Priestly power	AFF Templar	Can use 1 Priestly Ability	HC
Hunter	Bonus to attack and damage vs one enemy type	CC Trapmaster	+2 to Trap tests	AFF
Inspiring Leader	Bonus to LUCK tests for all allies	CC Weaponmaster	Can use all weapons based on best weapon	AFF
Knighted	Has title and extra starting equipment	AFF		

Critical Tables

Melee Critical

2D6	<i>Critical Effect</i>
2	Target is disemboweled and is reduced to 0 STAMINA.
3	Enemy's weapon arm immobilised. Target also takes double damage.
4	Target takes maximum weapon damage and is disarmed by the blow.
5	Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention or magical healing is received.
6	Inflict double rolled damage
7	Add +2 to the damage roll for this hit.
8	The target takes a head wound. Add +2 to the damage roll and their next action has a penalty of -3.
9	Target is knocked down by the blow. Takes normal damage but must spend 1 Round getting up.
10	This blow incapacitates the leg of the target. The wound does not bleed excessively but the target cannot stand unaided and takes double damage from the attack.
11	Blade passes clean through target, causing double damage. The attacker will inflict another +2 damage hit as the blade is withdrawn.
12	Enemy decapitated in some style. A Hero may Test their LUCK to instead be reduced to 0 STAMINA.

Martial Arts Critical

2D6	<i>Critical Effect</i>
2	The target is slammed to the ground, breaking almost every bone in their body, dying immediately.
3	Target is knocked to the floor, disarmed and takes double damage from this hit.
4	The target is slammed backwards, collapses to the ground and takes double damage from the attack.
5	Target takes normal damage from the attack, but is spun about. The target may not attack the Martial Artist on the following round, but may still attack other enemies in melee (if there are any).
6	Inflict double rolled damage
7	Use the damage track for 1 higher grade of Martial Arts special skill. If at Grade 6, add +2 to the damage roll.
8	This powerful blow has a +4 modifier to the damage roll.
9	A flurry of blows inflicts normal damage, but the surprise prevents the target selecting a combat option for the following two rounds.
10	The target takes double damage from the attack and cannot actively attack on the following round due to being dazed. The target may still make a combat roll, but will not inflict damage if they win.
11	A heavy blow inflicts double damage and the Martial Artist may roll normal damage on the same target or one other nearby enemy.
12	A pulverising blow breaks the neck of the target, crushing their head. The target is killed, but a Hero may Test their LUCK to instead be reduced to 0 STAMINA.

Natural Attack Critical

2D6 *Critical Effect*

- 2 The target is disemboweled messily and drops dead immediately
- 3 The leg of the target is badly chewed and is useless. SKILL is halved until the wound is healed and the target also takes double damage.
- 4 The target takes double damage and has their SKILL reduced by one due to the huge gash across their torso.
- 5 The target is badly winded and dazed. They have -3 SKILL on the following round, -2 the round after that and -1 SKILL until the wound is healed.
- 6 Inflict double rolled damage
- 7 Attack does +1 STAMINA damage to the target.
- 8 A hefty swipe. Two D6's should be made for the damage roll, and the best adjusted by +2 to work out the STAMINA loss inflicted.
- 9 The target takes normal damage and loses 1 SKILL until they are healed fully due to muscle damage.
- 10 A powerful ripping blow causes a bleeding wound and double damage. The target will lose an additional 1 STAMINA each round until the wound is bandaged or magical healing is received.
- 11 A powerful strike causes triple damage to the target.
- 12 The attack rips the throat out of the target. The target is reduced to 0 STAMINA and will die in two rounds unless medical attention is received.

Missile Attack Critical

2D6 *Critical Effect*

- 2 Shot straight through the heart. Target dies unless magical healing is received within 2 rounds.
- 3 Enemy shot through shoulder and loses use of their weapon arm, as well as taking double damage.
- 4 Target's weapon is hit. Target takes double rolled damage and their weapon is flung 2D6 feet backwards.
- 5 Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention is received.
- 6 Inflict double rolled damage.
- 7 Add +2 to the damage roll for this hit.
- 8 Target is spun around by the shot. Add +2 to the damage roll and target loses their next action.
- 9 Target is down and out. Takes no damage but cannot act for 2 rounds.
- 10 Target takes a head shot (normal damage). Each round for D6 rounds, the character must roll a D6. On a 1-2, the character's action is decided by the Director and will be random.
- 11 Shot passes clean through target (inflicting double damage) and hits an enemy directly behind and within range. That enemy takes normal damage.
- 12 Target takes a head shot. Very messy. And dead. Characters may Test their LUCK to instead be reduced to 0 STAMINA.

Fumbles

Melee Fumble

2D6 Fumble Result

- 2 Hero hits nearest ally (or self if no allies nearby) for double normal damage. An armour roll is allowed.
- 3 Hero hits himself, doing normal damage. An armour roll is allowed.
- 4 Hero leaves himself open. Opponent inflicts double damage with this attack.
- 5 Hero falls flat on his face. Character is at -4 for two rounds, then may attempt to get up (see 8)
- 6 Hero drops his weapon. It will take 2 full rounds to recover that weapon.
- 7 Hero slips and is off balance. A -2 penalty applies to all physical actions on the next turn.
- 8 Hero falls. One full round must be spent getting up during which no other action can be taken.
- 9 Hero's weapon is thrown beyond enemies. This weapon may not be reclaimed until after the fight.
- 10 Hero exposes weak spot to enemy. Hero may not have an armour roll against this attack. If Hero does not have armour, attack has +2 to the damage roll.
- 11 Hero hits nearest ally (or self if no allies nearby) for normal damage. Armour roll is allowed.
- 12 Hero hits himself, doing double damage. An armour roll is allowed.

Firepowder Fumble

2D6 Fumble Result

- 2 The weapon blows up, destroying it and inflicting 1D6 STAMINA damage to firer and everyone within 1m.
- 3 Charge explodes early, causing 1D6 STAMINA to the firer. The weapon is damaged.
- 4 The weapon misfires, shooting a random combatant.
- 5 The barrel blocks as the charge explodes, damaging the weapon and numbing the arm of the firer, who has a penalty of -2 to all SKILL for 1D3 rounds.
- 6 The weapon jams, requiring 1D6 rounds to clear. This roll should be made in secret by the Director.
- 7 The weapon refuses to fire, taking a full round to clear before it can be reloaded.
- 8 The weapon kicks badly as it fires, throwing the firer to the ground.
- 9 The projectile blocks the barrel, requiring 1D6x10 minutes to clear.
- 10 The priming pan explodes, damaging the weapon and blinding the user for 1D3 rounds.
- 11 The weapon explodes, destroying it, and causing 1D3 STAMINA damage to everyone within 2m.
- 12 The weapon discharges early, shooting the firer or a random ally.

Martial Arts Fumble

2D6 Fumble Result

- | | |
|----|--|
| 2 | A spinning kick lands squarely on the ear of the nearest ally (or the Heroes own ear if no allies are close) inflicting normal damage with no armour allowed. |
| 3 | The Martial Artist bounces off a bit of nearby scenery inflicting 1 STAMINA point of damage (no armour roll). |
| 4 | Not a good attempt at an attack. The enemy may roll two damage dice and apply both results. |
| 5 | After punching themselves in the head, the Martial Artist is stunned for one round. They cannot attack and have a -4 penalty to any combat roll made to defend themselves. |
| 6 | A clash of heads leaves the Martial Artist dazed. They have a -1 penalty to all actions for three rounds. |
| 7 | The Martial Artists slips and is off balance. Unless they take the Defensive option on the following round, they will have a -3 penalty to their combat roll. |
| 8 | A miscalculation leaves the Martial Artist on their knees for next round. Combat, damage and Armour/Dodge rolls all have a -2 penalty. |
| 9 | Martial Artist collides with enemy. Enemy will automatically win the following round unless they roll a Fumble (in which case it is a draw) |
| 10 | The Martial Artist may not make a Dodge or Armour roll against this attack. |
| 11 | The Martial Artist throws themselves at their enemy, taking an additional damage roll from the enemy weapon with no dodge or armour roll. |
| 12 | An impressive overhead flip goes wrong, dumping the Hero on their head. The Hero takes normal damage (no armour) and must spend a round getting up. |

Missile Attack Fumble

2D6 Fumble Result

- | | |
|----|--|
| 2 | The projectile flies wide, striking an ally. If no ally, the weapon breaks instead. |
| 3 | The Hero shoots themselves in the leg. Normal damage is rolled and an armour roll is permitted. |
| 4 | Hero pulls a muscle. They have a penalty of -1 to all SKILL rolls for the next day. |
| 5 | The string slaps the Heroes face hard, inflicting 1 STAMINA point of damage. |
| 6 | The string slips off meaning that this attack misses and two rounds must be spent re-stringing the bow. |
| 7 | The Hero drops their ammunition on the floor and must spend a round picking it up if they wish to continue using this missile weapon. |
| 8 | A major miscalculation flips the Hero over, requiring a full round to get up! |
| 9 | Hero falls and is down, injuring themselves as they do so. Hero must lose either 2 STAMINA or 1 SKILL. |
| 10 | The Hero leaves themselves terribly exposed to the enemy. Any enemy shooting at this Hero on the following round will have a +2 bonus. |
| 11 | The weapon traps the head of the Hero, inflicting 1-3 STAMINA damage (no armour). |
| 12 | The string breaks, putting the weapon out of action, and propelling the arrow into the foot of the Hero. The Hero takes normal damage with no armour roll. |

Natural Attack Fumble

2D6 Fumble Result

- | | |
|----|---|
| 2 | Catching the ground badly damages the claws or teeth, applying a -2 to the damage roll for this weapon for one week. |
| 3 | A badly pulled muscle applies a -1 SKILL penalty for the next three days. |
| 4 | The enemy inflicts double damage with this attack. |
| 5 | A stumble nearly sends the creature down. The next two damage or armour rolls will be considered a 1 (on the dice). |
| 6 | A slip causes the creature to have a -3 penalty on the following round. |
| 7 | Due to a bad over reach, the creature cannot attack on the following round. |
| 8 | Creature must make a SKILL test. On a failure, creature collapses in a heap and must spend two rounds getting back up. |
| 9 | Creature falls, and will take two rounds to rise. |
| 10 | The creature launches themselves into their enemies attack, which has a +2 to the damage roll and with no armour applied. |
| 11 | The creature leave themselves wide open to attack, with the enemy attack doing double damage and no armour applied. |
| 12 | The creature manages to slash their own neck. Inflict double damage with no armour applied. |

Martial Arts Schools

Cangui	-1 penalty to combat totals but stun enemy on damage roll of 6	CC
Hac-Quel-Rat	Bonus to damage roll if target has higher SKILL, penalty if target has lower SKILL	CC
Kappa	-1 to Dodge vs one enemy, +1 to Dodge vs multiple enemies	CC
Ki-Rin	May leave combat with no penalty. Max damage roll is 6	CC
Kreehul	+1 bonus to combat totals, but may only damage those attacking martial artist	CC
Mukade	+1 bonus to martial arts damage rolls but -1 penalty to damage reduction rolls	CC
Pelagine	-2 penalty to combat totals but inflict 1 STAMINA if martial artist loses the round	CC
Shikome	-1 penalty to combat totals but cannot be outnumbered	CC
Tatsu	-1 penalty to damage rolls but +1 to Dodge rolls, +2 vs arrows and missiles	CC

ADVANCED
FIGHTING
FANTASY

COMBAT COMPANION



Within this book will be found a huge number of optional rules, new additions and new ideas to add into an existing or new AFF Campaign, and useful for both Player and Director. Within you will find:

- * Four new Special Skills
- * Twelve new Talents
- * New Critical and Fumble tables
- * Ten Alternative combat rules
- * Twelve new Combat Options
- * Martial Arts rules and nine styles
- * New Combat Magic school
- * Seventeen new Spells
- * Master and Acquired Magic weapons and armour
- * New weapons, armour and equipment
- * Mounted combat rules and new mounts

Don't let those flashy spellcasters grab all of the glory! Buckle on your swordbelt, grab your trusty shield and find glory in battle!

Requires the Advanced Fighting Fantasy core rulebook

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