



GENERAL

Limited to one attack or one parry per weapon held (or dodge instead of an attack or parry), movement is allowed beforehand. A spell may be cast before, after or instead of attack/parry/dodge as long as there are sufficient SR's in the melee round.

1 Melee Round (12 Seconds) = Statement of Intent Phase + 10 Action Phases + Book-keeping phase.

Changing one weapon (take out weapon, dropping other) 3 SR's Re-sheathing weapon and drawing other one 6 SR's

Drawing weapon and unlimbering shield, etc 6 SR's (i.e. 2 actions) Drawing an arrow and fitting it to a bow 3 SR's

String a bow 2 MR's

Altering intentions: extra actions, or those performed instead of those stated cost 3 extra SR's

Melee SR + Weapon SR determines how many phases it takes to make an attack. Within phases, the higher DEX goes first.

Takes 2 SR's per ENC to put on armour. Takes 1 SR per ENC to take off armour.

Attacking from high ground, or mounted 1-H wepaon versus foot, subtract 1SR.

Missile weapons rated as 1/SR (eg self-bow), can be fired on DEX SR, then again on DEX SR+3+DEX SR (unless the resultant SR is over 10).

Note: the following rules are not being used; encumbrance, fatigue points, knock-back, weapons getting stuck.

MOVEMENT

Can start moving on DEX SR (humans move 3m per phase), can keep moving until perform another activity, then no more movement this round.

ENCUMBRANCE (House Rule)

Encubrance: one ENC point is the equivalent of 1kg (100 coins). Total up ENC of combat load (armour, weapons, belt kit, back-pack or equivalent; excluding only *clothing being worn*). Cannot carry more than your 'fatigue points' (STR + CON). Maximum lift = STR x 6 ENC.

MAGIC

Spirit Magic & Sorcery : can start spell on DEX SR; finished after number of phases equal to Magic Points involved.

Divine Magic : spells are cast on DEX SR and take effect immediately (unless the spell is being boosted, then add the 1 SR per MP added)..

If surprised, add 3 SR's to the starting phase. When MP falls to 0, character is unconscious. MP is recovered at POW/24 per hour.

Spell casting: Spirit magic, (POW x 5%)+Magic Modifier -ENC; Divine, 100% - ENC; Sorcery, Spell Skill% + Magic Modifier - ENC. Ceremony can be used to increase the chance of a Spirit/Divine/Sorcery spell working, it requires 'props', its carried out before the spell is cast; check the amount or MR spent on the ceremony to find the number of D6 to add to the spell's roll (eg 1MR = 1D6, 8MR = 5D6). Sorcery spells can have their intensity, duration and range increased, each has their own sorcery skill and they require Free INT. The Magic Modifier is added to the required skill level during play to spirit magic spells, sorcery spells, sorcery skills and ritual skills.

Spell failure: Spirit Magic (lose 1 MP only), Sorcery (lose 1 MP for normal failure, but lose spell's MP's if fumbled), Divine (on a roll of 96-00% the spell was not cast, it is not forgotten; if the PC was boosting the spell, then lose 1 MP)

Notes: A critical success in casting a sorcery spell means that the spell takes effect as normal, but it has only cost 1 MP.

Unless otherwise stated, ranges and duration are: spirit magic (25MR, 50m); sorcery (50MR, 10m); divine magic (75MR, 100m).

ARMOUR & PARRYING

Parrying is a 'non-action', taking no SR's (house rule: you can attack and parry on the same strike rank with the same weapon). Armour points are deducted from the attackers damage. A successful parry blocks damage equal to AP.

If damage gets through to fighter the parrying weapon loses 1 AP. Body armour does not lose AP (as it is designed to take punishment).

Only if the parry was a critical success does the weapon take no damage (as well as stopping all damage).

Successful parry vs unsuccessful attack : A sword will damage the attacking weapon (roll damage - attacking weapon's AP = damage to weapon's AP). A parry with an axe (or similar bladed weapon on a haft) does this only when the parry was a special success and the attack was unsuccessful.

You can only sleep in Soft Leather (AP1) or the Cloth Padding (AP1) that is under Bezainted or Ringmail armour.

Soft armour can be worn under hard armour to provide additional AP (and ENC).

DODGING

Used instead of attack or parry. Works against all attacks from one source. If dodging and parrying the same opponent, check dodge first.

Successful dodge vs normal melee attack = attack missed. A special dodge roll is required to dodge a special hit. A critical dodge roll is required to dodge a critical hit. If dodge fumble, automatically hit (still roll to see if it is a normal, special or critical hit).

AIMED ATTACKS

The adventurer may aim a blow at a particular hit location on a target. He must first state his intentions at the start of the round, then wait till the last action of SR 10. The player then rolls the attack at *half* normal skills (including A% skill mod) *plus* any other modifiers.

ATTACKS & PARRIES OVER 100% (including A% and P% skill modifiers)

An adventurer who has increased an attack or parry skill to 100% or more can split that attack or parry. Divide the actual percent chance to succeed by two (rounding up fractions), then make 2 separate actions with the same weapon, resolving each one separately. The strike rank for the first action will be the normal one for the weapon; the strike rank for the second will be 3 SR's later.

Any attacks must be against separate targets, though the parries can parry the same attacker (eg vs an animal with both claw+rake attacks).

CRITICAL HIT

Gets past all mundane armour, magical armour (unless stated otherwise) and protection spells (except some, eg Damage Resistance).

Critical parry will stop all damage; normal + special parry will block normal damage, but excess damage will get through.

IMPALE

Impaling does double damage (eg 1d6+1 becomes 2d6+2, damage modifier is then added once).

A critical successful impale does max. damage x 2 (eg 1d6+1 becomes 14, damage modifier is then added once).

DAMAGE

Total HP = 1, unconscious. Total HP = 0, dead.

Damage equal or exceeds HP of location :

Leg = fall, unable to do anything that round. Can fight from floor at -25% to A% and P%, are +25% to be hit.

Abdomen = both legs are useless, fall, lose 1 HP (bleeding) each book-keeping phase unless roll CON x 5% to stop bleeding.

Can try and cure yourself. Can try a heroic action on a roll of CON x 1%, allows normal fighting/moving.

Chest = fall, too hurt to fight, can only crawl, bleeding (as above). Can try a heroic action (as above).

Arms = useless, drop anything being held.

Head = unconscious, bleeding (as above), can try a heroic action (as above, but get no experience as you have no memory of the action).

Damage done exceeds double HP of location :

Limb = severed (cut by slashing weapons, claw or bite) or maimed. In shock, can try to heal yourself on roll of CON x 1%.

Head, Chest, Abdomen = unconscious, lose 1 HP per MR (CON rolls have no effect, someone else must help you).