

4a. Advanced Combat

Revolution ver 1.0 – 15-Oct-2016. The following text is designated as Open Game Content.

Basic Combat allows you to run an encounter very quickly and focusing on the combatants' intentions rather than on the mechanical effects of the various weapons and tactics employed. The Advanced Combat system is appropriate when the group wants a greater level of detail.

In Advanced Combat, the focus of the rules shifts from “Rolling to determine the winner of an Exchange” to “Rolling to determine the effects of an Exchange”. This requires new variables representing the mechanical, quantifiable effects of exchanging blows.

A successful Advanced Combat attack does not produce an abstract loss of Resolution Points, rationalised as wounds, fatigue, or tactical disadvantage, like in Basic Combat. Instead:

- If the defence roll is successful, the defender parries or avoids the attack, and the higher roll gains a Tactical Combat Effect.
- If the defence roll is unsuccessful, or the attacker uses a Tactical Combat Effect that renders the defence ineffective, the attacker rolls damage and applies it against the target. Unless the attacker has used his or her Combat Effect option to bypass the defence, he or she can apply a Combat Effect in addition to damage. This can be a Tactical Combat Effect or a Damage Combat Effect.

Combat Sequence Summary

Combat is divided into six second rounds, during which a character can perform one or more actions. Every combat goes through the following steps:

1. **Determine Life Points:** At the start of combat, all players check their characters' Life Point values and apply Consequences carried over from Adventure Time (see Chapter 3). The Narrator may calculate starting value and Penalties to Life Points for Non-Player Characters participating in the combat.
2. **Statement of Intents:** The Narrator declares what Non-Player Characters will do, as long as it is something that is visible to the Player Characters. Then all players declare, in ascending INT order, what Actions their characters will perform during the Combat Round. The actual Strike Rank value for each combatant is determined, according to the type of Opening Move chosen, and recorded. Players apply Penalties to Strike Rank during this phase.
3. **Characters Take Action:** All characters involved in the combat perform their intended Actions in descending Strike Rank order. The action with the highest Strike Rank will take place first, followed by the one with the second-highest Strike Rank, and so on, until the action with the lowest Strike Rank takes place. Reactions, such as Parries, Dodges or counter-spells, take place during this process as appropriate. Each Action or Reaction drops the character's Strike Rank by a given score, thus placing him or her at a lower position on the global Strike Rank ladder.
4. **End of Combat Round:** Once all eligible characters have acted, the Combat Round is over. If there are characters still engaged in combat or subject to negative effects which may affect them within a few seconds if not countered, go back to Step 2 and start another Combat Round. Otherwise, the Time Scale shifts to Adventure Time for Fast Healing.

Movement and Distance

In combat, it is often necessary to assess the distance between two locations in order to determine how long it takes for a character to move that distance, whether a Ranged Attack can occur between the two, and with what Penalties. While one can simply express this value in metres or yards, for games that do not use battle maps it may be simpler to speak about Zones and range categories (S, M, L, XL, etc.).

We express all distances and ranges with a double notation: a figure representing the range in metres, and an acronym in brackets representing the range category. For instance, the normal range of a javelin is 50 (S), where S stands for short.

Zones and Movement

A Zone is a space small enough that you can move within Close Combat range with anyone else in it with a Move action. In quantitative terms, a Zone is about 20-30 metres across, or the equivalent of a large room. When the action takes place in an open area or in a very large indoors location, the Narrator will clarify which characters are in the same Zone. Unless you are playing on a battle grid, or on a map already divided into Zones.

A single Move action allows you to move to an adjacent Zone, or to enter Close Combat with a non-adjacent opponent in the same Zone, using a Charge if the enemy is not within your Movement in metres. If you run, you can move the equivalent of two Zones in one round, but you become unable to do anything else in that round. Quick creatures and mounts can move more than one Zone per round even without running, and initiate Close Combat with opponents at a distance of one less Zone than they can Move.

Ranges

Ranges are grouped into categories, labelled with the initial letter of their name: C, S, M, L, XL and so on. Each category encompasses an interval in metres (or yards) of distance. The Range table gives an average, typical distance in metres for that range, as well as a number of Zones. Beyond Medium range, measuring distances in Zones is no longer convenient, and we recommend that you measure distances in metres or kilometres.

Range	Zones away	Bonus/ Penalty	Typical Distance	Notes
Touch	Same	1 Bonus*	0-5m	Within a small room. Characters can move and initiate Close Combat with the same Action.
Close	Same	-	10-30m	Within a large room or across a normal street. In range of thrown weapons. Characters on foot can Charge into Combat.
Short	1	1 Penalty	50m	Across a large street. Javelin and pistol range. Mounted Characters can Charge into Combat.
Medium	2-12	2 Penalties	200m	Bow or Assault Rifle range.
Long	13+	3 Penalties	500m	Rifle or heavy crossbow range.
XL		4 Penalties	2km	Sniper rifles only.
XXL		5 Penalties	5km	Artillery only.
XXXL		6 Penalties	10km	Artillery only.

[*] If firing at a target with which you are engaged in Close Combat, you suffer one Penalty instead.

The Skill score for a ranged weapon refers to its use at Close range. The range category determines the number of Penalties applied when firing a weapon at longer ranges. If you are firing a weapon within its effective range, a single Aim Action eliminates the Penalty. When outside the Effective Range, the full Penalty for the range is always in effect. In general, you cannot fire weapons more than one range category beyond their Effective Range. Thrown weapons cannot be fired outside their Effective Range at all.

Life Points

Life Points represent a character's stamina and ability to remain focused, and are spent to fuel powers and to "push oneself beyond the limit" in combat. Life Points can be either positive or negative. When a character has spent all Positive Life Points through exertion and power use, he or she starts accumulating Negative Life Points instead. Having a reduced amount of Positive Life Points bears no consequence for a combatant. Suffering from Negative Life Points, however, means that the combatant has exhausted his or her stamina and cannot fight at full effectiveness. Negative Life Points are often the consequence of a wound.

Any combatant who is still suffering from Wounds from previous combats starts a new Combat at reduced Life Points (Step 1 of the Combat Sequence Summary), in addition to the effects of Fatigue or any other Consequences that the Narrator judges appropriate for a loss of stamina. Each minus sign in an applicable Consequence subtracts ten Life Points from the character's normal value.

At the start of each round (Step 2 of the Combat Sequence Summary), subtract any Negative Life Points already recorded from a character's Strike Rank. Any Life Points lost later in the round take effect only on Step 2 of the following round.

Any character who suffers Negative Life Points equal to their base value (CON+POW for most creatures) is incapacitated, and will soon die unless aided, at least if the point loss was due to bleeding or poison. Allow one of his or her friends one First Aid roll or healing power use to stabilize him or her, failing which the adventurer is dead.

Life Point recovery in combat

During combat, any character who spends an entire Round not engaged, not threatened, and doing nothing, can regain 1d6 Life Points. If the character has the Endurance Trait, the amount recovered is 2d6 instead. An actual Survival [Endurance] roll is only required at the Narrator's option, if there are conditions that might prevent the recovery.

Life Point recovery after combat

Life Points keep track of how long you can function at full effectiveness in one specific combat encounter, and are not a resource intended for long-term book-keeping. Character will keep track of lost Life Points only for a short time after Combat (see Fast Healing), after which either another Combat begins or any Life Point losses turn into Consequences.

Strike Ranks

Strike Rank resets to its initial value during Statement of Intent at the start of each round (Step 2 of the Combat Sequence Summary). Each round, a character has a different initial Strike Rank value depending on what he or she has planned. See the Opening Move table in the next section.

During Statement of Intent, subtract any Negative Life Points the character is suffering from initial Strike Rank. For the first Round only, subtract Penalties due to Consequences carried over from Adventure Time that fall in the "surprise and general non-readiness" category. Each minus sign will cost a combatant five Strike Ranks.

Strike Rank will usually change during a Combat Round. This may be the consequence of the character either acting or reacting voluntarily, or of a hostile action such as damage or a shift in initiative due to a Tactical Combat Effect. Once a character's Strike Rank drops to zero, he or she becomes unable to initiate any action, even if planned during Statement of Intent. He or she can still react, with a Penalty to Skill rolls and Life Points.





If two or more characters act on the same Strike Rank, the characters act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

Opening Move

The factor that determines what value is in use for Strike Rank is the combatant's Opening Move, as declared during Statement of Intent. The four possible Opening Moves in Advanced Combat are Close Combat, Ranged Combat, Power Use and Non-Combat.

Determine your initial Strike Rank according to the table below. Actions like Ready Item and Wait are preliminary actions and do not determine the nature of your Opening Move, which depends on the first "trigger" action chosen. If you plan to perform only preliminary actions during a round, declare Non-Combat as your Opening Move.

Opening Move Table

Opening Move	Prerequisites	Strike Rank Value	Trigger Actions
 Close Combat Attack	Weapon must be ready*; opponent must be within Move metres.	Meleé Strike Rank + Weapon Reach	Close Combat Attack
 Ranged Attack	Weapon must be ready* and loaded*.	DEX +20	Aim**, Ranged Attack
 Power Use		INT	Concentration
 Non-Combat		DEX	Change Stance, Move, Throw, Use Item

[*] If the weapon can be readied (and loaded if necessary) within the round with Ready Item you can still use this Opening Move; the Ready Item actions will just delay your main action, and prevent the addition of weapon Reach for Close Combat. A fast-draw type Stunt allows you to ignore the fact that your weapon is unreadied at the start of the round.

[**] Like a Ready Item used to draw or reload a weapon, an Aim action is a valid Ranged Attack Opening Move.

Close Combat as Opening Move

If a character is engaged in Close Combat with an opponent, or within Move range of the latter, and declares a Close Combat Attack as Opening Move, Strike Rank is based on the value marked under the meleé Strike Rank entry on the character sheet, plus the Reach of the weapon used. meleé Strike Rank is normally the average of DEX and STR, rounded up. The weapon must normally be ready at the start of the round in order to provide its Reach modifier. A "fast draw" weapon Stunt bypasses this requirement.

When the combatant has two or more weapons available, he or she must declare which is used for the Opening Move, in order to determine what Reach modifier to apply to Strike Rank, and in the case of a skilled dual wielder (see the Dual Wield Stunt description), what weapon is the secondary one that gets a Free Action. You must use the weapon you declared as your Opening Move for your first Close Combat Attack, but only if you have not yet used it for a Parry. If you have already used your main weapon to Parry, you can use another weapon to attack when it is finally your turn. The stated Opening Move does not impose any restrictions on the weapon you use for a defence.

Ranged Attack as Opening Move

Declaring to aim, reload or fire a ranged weapon allows a character to use DEX plus 20 as Strike Rank. The fixed value of 20 is considered the equivalent of Reach for ranged weapons, allowing their users to strike before all but the longest melee weapon users.

Power Use as Opening Move

Using a power as the Opening Move allows a character to use his or her INT as Strike Rank. No modifiers for weapons apply in this case.

Non-Combat Opening Move

If a character does not declare any attack or power use, his or her Strike Rank is based on DEX only. Some obviously hostile actions like throwing a grenade or charging are not considered attacks in the rules and thus require the use of a Non-Combat Opening Move.

Special cost of the Opening Move

Whenever a weapon has an asterisk after its attack cost in Strike Rank, the cost for the Opening Move with that weapon is equal to the Reach value (20 for a ranged weapon) you added to your initial Strike Rank, and not the normal listed cost. This happens even if the Opening Move is a defence with that specific weapon and not an attack. After the Opening Move, or after a change of intents (see below), the cost for all subsequent attacks and defences is the normal, listed one.

Example: Artaxerxes the hoplite uses a Sarissa (reach 16, cost 8/8 SR) in combat and has a melee SR of 15. He strikes at a whopping 31 as his initial SR. However, his first attack, or Parry in the unlikely event that anyone can strike at him in meleé before SR 31, costs 16 SR instead of 8, dropping his SR to 15. On SR 15, if undisturbed, Artaxerxes can strike again, this time paying 8 SR for the attack and ending with 7 SR left. His mate Leontus the peltast has two javelins (cost 5* when thrown) and DEX 15, so he throws his first weapon on SR 35, paying 20 SR for the first Ranged Attack, then on SR 15 he can spend 5 SR to draw another javelin from under his shield and throw it on SR 10, this time paying only the regular cost of 5 SR and ending with 5 SR left.*

General effects of Opening Move

If you decide to perform an Action that is not among the permitted ones for your Opening Move, pay five (5) Strike Rank to “switch mode” to another Opening Move. If you do not have any more Strike Rank left after the switch, then that action cannot take place.

Your Opening Move does not influence your Reactions. For instance, if you have a weapon ready, you can Parry even if you have declared a Power Use or Ranged Attack for that round. Even if your weapon is not ready, you can use Ready Item to unsheathe it before proceeding with your main action. However, the Strike Rank cost for readying items and for Reactions will impact your character if you have chosen a Power Use or Non-Combat action. parameters of the rules. The following are all improvements to the combat effectiveness of power users that you may want to introduce.

Acting without enough Strike Rank

A character need not have the full amount of Strike Rank required in order to perform an action or Reaction. If the character cannot pay the full price, there are three main consequences:

- Strike Rank drops to zero, if it was not already zero.
- The related Skill roll suffers one Penalty.
- The character loses one Life Point

For example, if a character has two Strike Rank left and chooses to stab with a long spear (10 Strike Rank), the attack roll suffers a Penalty, and the character loses one Life Point. At the end of the attack, the character has zero Strike Rank left.

A character with zero Strike Rank cannot perform any action. He or she can perform as many Reactions as desired, with the Penalties explained above.

The Life Point loss for acting without Strike Rank represents the fatigue accumulated while in the heat of combat. If your character does not use more Strike Ranks (and stamina) than he or she has, no Life Points are lost. However, your character must act very carefully in order to never drop below zero Strike Rank in a combat situation.

Fatigue Threshold

Encumbered characters will fatigue faster. Each character wearing armour or unwieldy gear has a positive number called Fatigue Threshold marked on the character sheet. To determine the Fatigue Threshold for a character, add together the Encumbrance for all armour worn and encumbering items carried and round up. Unencumbered characters have a Fatigue Threshold of zero. Other conditions like bleeding may modify the Threshold.

An encumbered character does not start losing Life Points when dropping below zero Strike Rank, but when dropping below the Fatigue Threshold. Each time a Strike Rank expenditure brings the character below the threshold, he or she loses one Life Point. This happens even if the character's Strike Rank was already zero or below the Threshold.

Actions and Reactions

All Actions and Reactions in Advanced Combat have a cost in Strike Ranks. Once the Action (or Reaction, we will not repeat this again from now on and consider all statements about actions as being valid for Reactions, too) has taken place, the appropriate value is subtracted from the character's Strike Rank. Actions related to weapons such as attacking, parrying, reloading etc. often have a cost depending on the weapon itself. The weapon description and further special rules will tell you which cost to apply, which is different for attacks and defences.

Free Actions

Several special occurrences grant characters a **free** Action or Reaction. Whenever the character must spend Strike Ranks for an Action or Reaction, he or she can spend the Free Action or Reaction instead, if all special conditions are met. A Free Action can be used to pay for a Reaction, but a Free Reaction cannot be used to pay for an Action.

Free Actions are spent upon use, and can no longer be used for that Combat Round. Whenever a Combat Effect or other special rules dictates that a character "recovers the SR cost of an Action or Reaction" and the cost was actually zero because a Free Action was used, the character recovers the use of the Free Action instead of the SR cost.

Actions and Movement

A character can move up to his or her Move score in metres with each Action that costs at least five SR, except Aim, Change Stance and Concentrate. If the Action takes less than five SR but requires a contextual move to perform it, the character can raise the cost to five SR to be able to move while acting.

Attacks and Movement

According to the rule for Actions and Movement, a character can combine a Movement within his or her Move range in metres with a Close Combat Attack, provided that the attack itself costs at least 5 SR or that its cost is raised to 5 SR. Thus, a combatant who is within Move Range of an opponent can declare a Close Combat Attack as his or her Opening Move and use melee SR for that round. As usual, a Ready Action to unsheathe a weapon can precede the combined Move/Attack action. Similarly, a character who has disabled or routed a foe can exploit this option to continue Close Combat against another foe if the distance does not exceed his or her Move.

Charge

An unengaged character who is farther than his or her Move in metres from its opponent cannot declare Close Combat as his or her Opening Move. However, if the desired target for a Close Combat attack is in the same Zone (approximately within 25 metres/yards), then the character can opt for a Non-Combat Opening Move and Charge. A Charge against opponents at a greater distance is only possible if the attacker is mounted, or is a creature as fast as a mount.

A Charge uses a Move Action to move and initiate close combat at the same time, with a costs of five SR *regardless of the weapon used*. However, the Opening Move when Charging is not classified as a Close Combat action, and the combatant cannot use his or her melee SR plus weapon range for that round, but only DEX.

A character who has chosen Close Combat as Opening Move might find itself in the condition of not having any more valid targets within Move range during the course of a round. In this case he or she must switch to Non-Combat by paying 5 SR and then spend another 5 SR for a Charge (or a Move if not willing to attack).

Charges will usually be countered with the Wait action to accumulate Free Actions to spend as soon as the charger arrives, and met with pole weapons.

Action Types

The following list includes the basic actions a character can attempt and their cost in SR. A character can also decide to perform a Reaction (usually Take Cover) pre-emptively, as if it was an Action.

Aim (Cost 5)

An Aim Action eliminates the Penalties for distance when firing beyond Close range. The Aim Action is only effective within the effective range for a weapon. Attempting it when firing beyond that range is useless. The effect of this Action only applies to the next shot fired in the same Combat Round.

Change Stance (Cost 5)

The character may shift from a kneeling, sitting or prone stance to the standing stance, or vice versa.

Close Combat Attack (Cost according to weapon)

The character can make a single Close Combat attack against a nearby target. The cost applied is the leftmost one in the A/P entry on the weapon table. The minimum cost for a Close Combat Attack is 3 SR, even for weapons with a SR modifier of zero. A Close Combat attack initiates a Combat Exchange that may yield Combat Effects and damage for the target. All modifiers for Attacks and Defences presented in Basic Combat apply.

Concentrate (Cost 5)

The character concentrates in order to use a power or keep it active. The number of Concentrate actions required to activate a power depend on the power itself. If the Strike Rank of a concentrating character is brought below zero, then his or her concentration is broken and all powers he or she was concentrating upon expire.

This action is also used to Roll for Effect in a psychic Parallel Conflict, like to overcome the target of a Power with the Overcome Attribute.

Move (Cost 5)

The character can move a distance up to four times his or her Movement score. If you are determining distances in Zones and not with metric measures, you can move anywhere within your current Zone or cross into a adjacent Zone with a Move action. Crossing into a new Zone and then moving to contact with an enemy to engage it in Close Combat requires two Move actions.

A character may take this action twice in a round, but after the first movement the Action type will be upgraded to Run, thus preventing all other Actions for that character in the given round. A character can Jump over obstacles, walk through shallow water, and perform other simple agility feats while moving, usually halving the distance travelled but not the Strike Rank delay.

Ranged Attack (Cost according to Weapon)

The character can make a single Ranged Attack. The cost applied is defined in the weapon table. The character's weapon becomes unloaded after this action, unless it is an automatic weapon, so a Ready Item action is required to reload it before it can fire again. A Ranged Attack initiates a Combat Exchange that may yield Combat Effects and damage for the target. All modifiers for Attacks and Defences presented in Basic Combat apply.

Ready Item (Cost according to Weapon)

Drawing a gun from its holster, unhooking an axe from one's belt, notching an arrow to one's bow, extracting a healing drug from a utility belt – all these actions require the Ready Item Action. A single Ready Item action can also include dropping a weapon currently held to the floor and then drawing a new one. Holstering one weapon and drawing another takes two Actions, as does readying two weapons.

The cost for readying/reloading a weapon is equal to the cost for parrying with it in Close Combat (attacking for Shields or for long, unwieldy weapons that must be strapped on the wielder's back), or half the cost for attacking in Ranged Combat if the weapon is for ranged use only. The cost for readying any other kind of items, unless specified otherwise, is five Strike Ranks.

Cocking a crossbow or loading ancient or special firearms requires a number of Combat Rounds described in the weapon entry. During these rounds, the character cannot perform any other actions except one Concentrate action.

Throw (Cost 5)

The character can throw an item anywhere within Close range. The effect of the item depends on its nature.

Use item (Cost 5)

Many items with a special effect (grenades, healing drugs, movement scanners, etc.) require characters to perform the Use action to activate it. The item description will state the SR cost to use it if it is not 5.

This action is also used to Roll for Effect in a physical parallel Conflict like grappling.

Wait (Cost at will)

A character may pause to assess the tactical situation. The act of waiting uses up all the SR which pass until the character finally acts, although the preparation option described below allows to keep some of them “in reserve”. If a waiting character wishes to act after a specific event has occurred, then he or she declares so and takes his or her actions on the SR the event takes place.

Your character may want to prepare him- or herself for the attack of a charging opponent, or any other opponent who is not yet in contact but has declared to move and attack. In order to do so, the character spends the same amount of SR he or she would spend on a normal attack or defence, and gains a Free Action or Reaction, respectively. This Action or Reaction can be triggered as soon as an opponent is in range (see the Charge rules). You can gain only one Free Action by waiting, regardless of the actual SR passing between the moment you decide to Wait and the moment you actually act.

Reaction Types

A character can usually react against any hostile action attempted against him or her, within the limits specified for the selected kind of defence. The chosen Opening Move does not affect the type of Reactions you can perform, as long as you meet all other prerequisites such as having a specific item ready. Successful defences can result in a Combat Effect for the character. See the Combat Effect section for the Effects that you can apply when defending.

The following list includes the basic Reactions one can attempt and their cost in SR.

Dodge (cost 5)

Dodging is the act of manoeuvring to avoid blows and shots. A Dodge defence against a close combat attack is rolled using the Close Combat Skill, adding the Dodge Trait if the character has it.

A combatant can use a Dodge defence against thrown projectiles and arrows, provided the user has a shield ready or another cover source. The total lack of cover bestows a Penalty to Dodge against Ranged Attacks. In this case, the Dodge Trait applies to the Agility Skill. Basic Dodge is useless against bullets or energy weapons. You must use other techniques like Take Cover or Roll.

Parry/Block (cost depending on weapon)

A character can defend against any Close Combat attack with a weapon Parry, provided the weapon is ready. A Block is the default action with a Shield, instead. The cost in SR is specified in the weapon description, and in most cases it is half the cost for an attack. The minimum cost for a Parry or Block is 2 SR.

Take Cover (cost 5)

Taking Cover behind an obstacle to enemy fire is normally the only effective defence against firearms or grenades. It requires the presence of rocks, barrels, corners or other obstacles. In order to take cover, you roll against your Agility Skill and add your Take Cover trait if you have it. The Take Cover Trait is part of standard military training from the 19th Century on.

If your character has the Roll Stunt, he or she can use the advanced Reaction of Roll, which does not require the presence of cover. See the Defending against Ranged Attacks section.

Concentration (cost 5)

A character can use the Concentration Reaction to use a power defensively or to gain a Bonus in a Parallel Conflict to resist an offensive power (see Chapter 6). If the power selected requires more than one Concentration Action to activate, it will still go off with one single Reaction, but the activation roll will suffer a Penalty.

Combat Exchange Procedure

During a Combat Exchange the attacking player rolls a d100 and compares it to the character's Skill in the weapon he or she is using, including all Traits, Bonuses and Penalties involved. Bonuses and Penalties are the same described in the Basic Combat Chapter. If a player rolls equal to or lower than his or her character's final score, the blow hits the intended target. Otherwise, the attack is a miss.

If the enemy can and will defend, he or she can attempt to Parry, Block or Dodge, according to the type of attack. The procedure for these defences is the same; the opponent Rolls on the appropriate Skill, including all applicable Bonuses and Penalties, and compares the result with that of the attacker on the attack resolution matrix given below (which corresponds to the Opposed Roll resolution matrix provided in the Adventuring chapter).

		Defender		
Attacker		Failure	Success	Advantage
	Failure	Nothing happens.	Attack avoided and defender gets a Tactical Combat Effect	Attack avoided and defender gets two Advantage Tactical Combat Effects
	Success	Attacker hits and gains a Combat Effect	Attack avoided, higher roll gets a Tactical Combat Effect	Attack avoided and defender gets a Tactical Combat Effect (an Advantage Effect on a higher roll)
	Advantage	Attacker hits and gains two Advantage Combat Effects	Attack avoided but attacker gets a Tactical Combat Effect (an Advantage Effect on a higher roll)	Attack avoided, higher roll gets an Advantage Tactical Combat Effect

If the defence roll succeeds, the blow does no damage. The winner also receives one or two Tactical Combat Effects or Advantage Tactical Combat Effects, depending on the roll. Sometimes a Defence against a Ranged Attacks cannot gain any Tactical Combat Effects because none are applicable to the situation, so the only effect is that the attack misses.

If the defence roll fails or is not attempted, or the attacker employs a Tactical Combat Effect that negates the defence, the blow does damage and the Attacker may receive one or two Combat Effects or Advantage Combat effects, depending on the roll. As the attack has actually hit the target, these effects can be either Tactical or Damage Combat Effects.

Close Combat

Close Combat Exchanges are initiated through the Close Combat Attack action.

Stance in combat

Combatants may find themselves on the ground, kneeling or prone, as a result of a Change Stance action or of a Bash or Trip Opponent effect. A combatant who is prone or kneeling cannot add his or her Might to any Close Combat attack. A prone character cannot use any ranged weapons except crossbows or firearms.

Close Combat Situational Modifiers

Situation	Skill Modifier*
Target is helpless (or engaged in non-melee Main action)	Double Bonus
Target is prone or sitting or is attacked from behind	Bonus
Target is three or more Size classes bigger than attacker	Bonus
Attacking while on higher ground	Bonus
Attacking a mounted target with a non-pole weapon	Penalty
Attacking while prone or sitting	Penalty
Attacking or defending while on unstable ground	Penalty
Attacking or defending while underwater	Penalty
Fighting in partial darkness	Penalty
Fighting in darkness	Double Penalty
Fighting while blind or in pitch black	Triple Penalty

[*] These modifiers are cumulative – attacking a target from behind while it is on lower ground yields a double Bonus.

Defending against a Close Combat Attack

A combatant can use Block, Parry or Dodge defences against a Close Combat Attack. All defences against Close Combat attacks are rolled using the Close Combat Skill, adding the appropriate Trait if the character has it. The weapon used for a Parry or Block must also be ready when the attack strikes.

Dodging is the act of manoeuvring to avoid blows and shots. A mounted character suffers a Penalty to his or her Dodge roll. If a character has his back to a wall, cliff or enemy or is otherwise impeded from moving freely in any direction, he also suffers a Penalty to the Dodge Skill.

As a Parry tries to deflect a blow rather than absorb or avoid it, the relative size of hand weapons is usually not a factor, and any weapon can usually Parry any other weapon. However, parrying a larger weapon leaves the defender open to damage if the attacker, having won the exchange by rolling higher, uses the Overwhelm Combat Effect. In this case the weapon Parry rating takes effect, deflecting a given number of damage dice.

A Block tries to absorb the impact of an attack rather than deflect it. Using a block prevents the defender to gain any kind of combat effects if he or she wins the exchange (blocking is a clumsy manoeuvre), but it also prevents attack effects that try to bypass a defence like Overwhelm and Bypass Defence. Instead, the attacker gains the ability to use the Damage Weapon Combat Effect against the blocking weapon regardless of weapon quality, unless the attacking weapon is a purely trusting weapon such as a spear. This is the only situation when a weapon can damage another one of the same quality (see Chapter 5). If the blocking weapon is of superior quality, it still takes damage but its Toughness is doubled.

Close Combat Weapon Damage

Damage for close combat attacks is determined with the procedure described in the Damage section. Close combat weapons have a Might score that depends on the wielder's STR, plus a bonus depending on the weapon type.

The hand weapon table is in chapter 5.

Hitting with the haft

A fighter may sometimes hit with the pommel of his or her sword, or with the haft of a spear or pole weapon. When using such a technique, the following special conditions apply.

- Weapon damage is reduced to 1d3, and any extra might the weapon provides is dropped. Additional might for two-handed weapon use remains in effect.
- The cost for attacking becomes the same as the cost for parrying with the weapon, with a minimum of 3.
- If the attack is chosen as an Opening Move, the weapon Reach is considered zero.

When a combatant is forced to a fighting distance that is shorter than his or her weapon normal reach, usually by means of a Change Distance Combat Effect, this technique becomes mandatory. The combatant cannot fight normally.

Keeping distance

Engagement distance is paramount in fantasy/historical combat, as it allows you to exploit your weapon at its best. A long weapon will keep your opponent out of its optimal weapon reach, giving you an opportunity to strike first even though your reflexes are slower, and forcing your enemy to waste precious time just to enter your guard.

In Advanced Combat, this is represented by the Keep Distance effect, which forces a short weapon user to pay the attack cost for his or her opponent's weapon instead of his own. Any long-weapon user can apply this effect if he or she obtains an effect of the appropriate level in a Combat Exchange. Of course, using an effect to this purpose is only useful in certain cases, as a simple Take Initiative effect will often yield a greater result. On the other hand, combatants wielding a weapon with the Keep Distance (auto) attribute can apply the effect automatically, even when they do not win the exchange, thus forcing their short weapon opponents to pay an outrageous cost for attacking. The only conditions are that the long weapon be the one used to Parry, and that no other effects that subtract Strike Rank be applied. The difference in Strike Rank between the normal cost of the attack and the increased one is subtracted from the attacker's Strike Rank total as soon as the defender has successfully applied the combat effect, thus at the moment of the attack roll for an automatic effect.

Closing against a longer weapon

A short weapon user can use a "Change Distance" combat effect to close in with a long weapon user. The short weapon must have an attack cost which is at least four points less than the long weapon. The comparison is between the actual costs, and not the reach. The only exception is that all natural weapons are treated as having an attack cost of zero in this case.

When locked in close range with a shorter weapon user, the long weapon user is subject to a Penalty to attacks and Parries with that weapon. In addition to this, he or she cannot use its blade or head and must resort to "hitting with the hilt or haft" (see above).

If a long weapon user begins a Combat Round in close range with a short weapon user, he or she cannot add the long weapon reach modifier to his or her strike rank. In this situation, it is much better to draw a dagger or resort to punching, grappling or shield bashes. Distance Effect. If the defender wins, he or she gets a tactical effect – Keep Distance being the most obvious one.

Unarmed Combat

Using an unarmed attack against an armed foe leaves the attacker open to dangerous counter-attacks. As weapons are always considered of superior quality than limbs, an armed opponent can use the Damage Weapon Combat Effect to wound an unarmed attacker after winning an exchange.

Natural weapons

The damage that natural weapons, such as the teeth and claws of monsters, deal is listed in the monster's description, and they can often gain Combat Effects like Slash and Impale. They seldom have automatic effects, though. Unless noted otherwise in the beast description, a creature cannot use its natural weapons to Parry.

All human natural weapons do a base damage of 1d2. A normal human usually attacks by punching when unarmed. A punch costs 3 SR to attack and 2 to Parry, and receives no bonus to SR for reach when used as an Opening Move. Its Parry value against an Overwhelm Combat Effect is 1. A kick attack costs 5 SR instead of the normal 3 for a punch, cannot normally Parry, and receives a +1 addition to Might, plus a +2 to SR when used as an Opening Move. A human can usually only kick a downed foe, unless he or she is trained in a Martial Art that includes the Kicking Stunt.

Martial Arts

Characters who have a Martial Arts trait can use their limbs as weapons, striking their opponent's weak spots more easily and causing damage to internal organs. All these advanced techniques are modelled as Stunts. Sample Martial Arts schools and their Stunts can be found in the Stunt section.

Grappling

Grappling is a form of combat that aims at subduing one's foe rather than harming him or her. In Advanced Combat it is achieved by making a Brawl or Martial Arts attack and using the Grapple Tactical effect. Once the grappling has been established, it goes on as a Parallel Conflict.

Ranged Combat

Ranged Combat Exchanges are usually initiated through the Ranged Attack Action.

In this section, you will find several references to the Armour Coverage Roll, explained in the section about Armour. Ranged weapons often suffer a +2 modifier to this roll, which makes them more likely to strike the hardest part of the target's armour.

Range and Movement

A target within Close Range can be attacked without any Penalty. For each Range category beyond Close, Ranged Attacks suffer one Penalty. A single Aim action eliminates all Penalties, provided the target is within Effective Range for the weapon. Beyond that range, aiming has no effect. Firing at a moving target that is not headed directly towards you bestows a Penalty.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Target obscured by smoke, mist or is in partial darkness	Penalty
Target obscured by thick smoke, fog or is in darkness	Automatic failure
Per each Size class target is smaller than attacker	Penalty
Per each three full Size classes target is bigger than attacker	Bonus
Target prone (except Touch Range)	Penalty
Target partially covered by an object	Penalty
Attacker is prone (except w/crossbow or firearm)	Penalty
Attacker is underwater	Penalty
Attacker is on unstable ground	Penalty
Attacker is blinded	Automatic failure

Defending against Ranged Attacks

The target may attempt to Dodge a Ranged Attack, or to block it with a shield, but may not normally Parry it with a weapon. When defending against Ranged Attacks, you do not use your Close Combat Skill but your Agility Skill instead, adding the appropriate Trait – either Dodge or Take Cover, rarely Shield for low-speed missiles.

While intercepting a thrown weapon or an arrow is not terribly difficult, blocking or evading a bullet is another story, and you suffer a Penalty. High velocity projectiles like beam weapons bestow a Double Penalty on Dodge or Shield defences. Take Cover against them.

Firing at close range

Firing at a target within your Movement in metres bestows a Point Blank Bonus, unless the target is within its Move in metres from you, and has specified the intention of engaging you in Close Combat. Firing at a target with which you are actually engaged in Close Combat bestows a Penalty and receives no Point Blank bonus. However, this situation negates the +2 to the Armour Coverage Roll for Ranged Attacks against a target facing you.

Firing into a Crowd

Firing at an opponent engaged in Close Combat risks hitting the wrong target. Any fire at a meleé suffers a Penalty, which can be offset by the Point Blank bonus. If the target defends actively with Dodge or Take Cover, and wins the Opposed Roll, it can spend an Effect to make you hit the wrong target. If it wins with an Advantage, it can add a Damage effect to the hit as a second effect.

In any case, if you fire at a meleé and miss, but your enemy does not make you hit the wrong target, the shot randomly hits one of the members of the meleé, according to the unit die roll: the original target is labelled as “1” and the other potential targets become “2”, “3” etc. If you roll a number that does not correspond to a target then your shot missed completely.

Being in Cover

Once you have used the Take Cover Reaction, whether successful or not, you are considered “In cover”. This means that:

- you cannot move without losing the benefit of Cover;
- you need not defend against attacks if you do not leave your cover;
- the enemy can still shoot at you, but it cannot hit you. The only effect it can gain when firing actively at you is Suppress;
- any Ranged Attack you make suffers one Penalty, and exposes you to the risk of return fire (see below);
- if you are hit by return fire, the Armour Coverage Roll is subject to a +2 modifier, cumulative with the normal +2 for Ranged Attacks against an enemy facing you for a total of +4.

Some peculiar situations allow you to remain in Cover while moving. In order to take advantage of them, you must have the Take Cover trait. These situations include:

- hiding behind or over a moving vehicle;
- walking through smoke (negates the +2 to the Armour Coverage Roll);
- crawling or Rolling on the ground (requires the Roll Stunt).

Return fire

When you shoot from cover and your enemy uses the Return Fire combat effect on a successful defence roll, you are temporarily vulnerable to the Return Fire. This means that the enemy can actually hit you with his or her next attack and not just gain the Suppress effect, although the +2 to the Armour Coverage Roll is still in effect.

Bursts

All full automatic weapons fire bursts of three or ten rounds. A burst receives a Bonus to hit. The number of rounds that actually hit the target in case of success is equal to the ten die, with a lower limit of one and an upper limit of the actual number of rounds fired. Any Combat Effects apply only to the first round.

Ranged Weapon Damage

Damage for Ranged Attacks is determined with the procedure described in the Damage section. Most ranged weapons have a Might score that is not dependent on the wielder’s STR, but only on the type of weapon and ammunition.

When using Localised Damage, the die rolled to randomly choose the location for a Ranged Attack is the one with the highest number of faces. This makes it easier to hit the target’s torso or equivalent large vital areas.

The ranged weapon table is in chapter 5.

Mounted and Vehicle Combat

Many combatants ride a mount or vehicle in battle. In order to exploit the advantages of mounted combat, the Horse Trait is required. If you do not have it, you cannot use your Weapon Trait, with all implied limitations. European Longbows and two-handed long weapons, with the exception of spears, cannot be used while mounted.

Treat other [Mount] Traits like the Horse Trait when fighting from another type of horse-sized mount like a Camel. When fighting from an elephant's back, only the *mahout* (the person leading the elephant) need have the appropriate Trait. Passengers can fight without any special training, but they are limited to Ranged Attacks.

Fighting from a vehicle driven by someone else works similarly to being a passenger on a mount driven by someone else, while fighting while driving a vehicle requires two Traits and yields a Penalty in any case. You can only use a one-handed weapon when fighting while driving a vehicle.

The advantages of mounted combat are as follows.

- Increased Move rate and ability to move more than one Zone per Move action.
- Additional Change Distance (auto) effect on any exchange against any opponent on foot who is not using a pole weapon, allowing the mounted character to disengage and scuttle out of reach of the infantryman.
- Whenever a mounted combatant who has the Lance trait uses a one-handed spear (the Lance is preferred but any spear will do) in a Charge, the mount's Might replaces the rider's.

Damage

We will refer to damage not related to hit locations as non-localised damage, and to wounds not connected to a specific hit location as non-localised wounds. If you do not use the localised damage sub-system, all damage and wounds are non-localised. In many cases the rules will reference a "location" as though all damage was localised. Unless a rule explicitly says something different, all rules for damage to locations also apply to non-localised damage as though the damage had been inflicted to a generic "body" location.

Toughness

When using Advanced Combat, it is important to know a character's or monster's Toughness score. Any damage below a creature's Toughness value is "just a flesh wound", and will not have any lasting consequence beyond pain (see below). However, poison and infections may still threaten a character whose Toughness is not overcome, so it may still be necessary to mark the fact that your adventurer has been wounded.

Localised Damage

Hit locations are an optional rule even in Advanced Combat. In some genres, it is not appropriate to expose your adventurer to the risk of losing random body parts, so the actual localization of a wound may be determined by common agreement between the Narrator and the Player.

However, many groups prefer to keep track of where characters and creatures have been wounded, and to describe armour with that level of detail that only body locations can give. The localised damage subsystem provides this level of detail, at the cost of an additional die roll when applying

damage. For a humanoid target, roll 1d6 for a close combat attack or 1D8 for a Ranged Attack and check the following table.

D6 or D8	Location	Toughness adjustment
1	Right Leg	-1
2	Left Leg	-1
3, 7, 8	Torso	-
4	Right Arm	-2
5	Left Arm	-2
6	Head	-1

Each location has its own value for Toughness, which is equal to the general Toughness value for the character minus an adjustment for the specific type of location. For the torso location, the value is the same as non-localised Toughness.

Chapter 7 contains a list of creatures, with appropriate location rolls. Use these tables as inspiration for creatures of your own design.

Damage components

Damage has two components: weapon dice and Might. In some cases, the weapon dice may be absent due to the weapon nature, but Might is always present, even if in some cases it may be zero or negative.

For hand weapons, Might is calculated exactly as in Basic Combat. Some weapons provide a bonus to Might. This is noted in the weapon statistics in the appropriate weapon list.

Thrown weapons propelled by the wielder's strength benefit from the character's Might like hand weapons. These weapons normally assume their wielder's Might modifier.

Projectile weapons like bows, crossbows and firearms have an inherent Might value, not depending on the wielder's Strength. Might for these weapons is always an unsigned number. For instance, a 9mm automatic pistol has a Might of 2, while the M1 Garand military rifle has a Might of 4. The damage die is determined by the projectile rather than the weapon.

Unlike Basic Combat, Might for hand weapons and ranged weapons that shoot something physical is not a modifier to a d6 roll, but the number of d2's you roll together with the weapon dice. When filling in the weapon section of your character sheet, always list the total Might with which the weapon strikes, including your character's Might bonus, any two-handed bonus and the weapon bonus. Thus, a battleaxe (1d6, +1 Might) wielded with one hand by a STR 13 character will be listed as doing 1d6+2d2 damage. An UZI submachinegun loaded with normal 9mm Parabellum cartridges will be listed as doing 1d8+2d2.

Energy or elemental weapons are those weapons that have no material component, usually but not always ranged weapons. As a result, they have no weapon dice. However, their Might when applied to damage does not usually result in rolling D2s. The dice rolled are often bigger. These weapons often have peculiar effects on armour. Powers used as attack forms are usually treated as energy weapons of variable Might.

Applying Damage

When rolling damage, roll all the dice and add them together, then subtract the protection value of the armour protecting the target or the specific location struck. Count any negative value as zero. The remaining damage, is compared to the target's Toughness, or the Toughness of the location struck if you use localised damage. Some weapons double the damage left after applying armour.

Minor Wound

If the damage is lower than the Toughness score, it is just a flesh wound. The target loses Strike Rank equal to the damage suffered because of the pain, but nothing else happens. Check for venom if applicable, and for infection later if the wound is not properly treated. In no case will minor wounds "stack" to produce a more serious injury.

Major Wound

If the damage is equal to or higher than the relevant Toughness score, the wound becomes a Major one, and its effects starts to stack towards causing the death of the character. All damage in excess of Toughness becomes lasting damage and must be written down on the character sheet.

Upon receiving a Major Wound, the target immediately drops to zero Life Points if he or she had any Positive Life Points left. If the damage received was greater than Toughness, the character also gains Negative Life Points equal to the amount of damage in excess of Toughness. As for Minor Wounds, the total points of damage suffered when receiving a Major Wound are immediately subtracted from Strike Rank for that round.

To know whether you can continue fighting after receiving a non-localised Major Wound, you must roll Survival [Endurance], or simply Survival if you lack the specific Trait. If unsuccessful, you are out of the fight.

When using Localised Damage, do not roll on Endurance, but the location that suffers the Major Wound becomes automatically unusable. In the case of the torso or the head, this means the creature cannot continue fighting (unless the Narrator allows an Endurance roll to remain active), while a Major Wound to a limb only incapacitates that limb, making the combatant fall to the ground or drop any weapon held by an incapacitated arm, but allowing it to continue fighting with the remaining limbs.

Cumulative Major Wounds

The effects of Major wounds are cumulative, and a target suffering from a Major Wound becomes more sensitive to further damage in the same area.

For blows that strike a location already suffering from a Major Wound, each additional point of damage yields a loss of one Life Point, whether or not the Toughness threshold is overcome. If a blow causes a second Major Wound in a location that was already suffering from one, all damage in excess of Toughness is added to the damage already suffered. This means that the target may suffer a Lethal Wound as a consequence of multiple Major Wounds in the same location.

A fighter can use the Choose Location Combat Effect to intentionally aggravate a non-localised Major Wound. All damage will affect Life Points and if the blow causes a second Major Wound the effects are cumulative with the first.

Lethal Wound

Once a location has received damage in excess of its Toughness, which is also equal to or greater than the Toughness itself, the wound becomes Lethal. A character receiving a non-localised Lethal Wound is immediately incapacitated and must roll Survival [Endurance] to avoid instant death.

A Lethal Wound to the torso or the head has the same effects of a non-localised Lethal Wound. If the lethal wound is to a limb and received in one single blow, the limb is severed or crippled. Except in the case of invertebrates, a Lethal wound to a limb incapacitates the target. In any case, a Lethal Wound automatically activates a Bleed Combat Effect (see below) equal to the target's Toughness, adjusted for the location wounded.

Wound Recovery

After Advanced Combat, wound recovery proceeds in three different phases. During or immediately after the battle, First Aid and Healing powers are applied to the wound(s) in a Fast Healing process. When the time scale has gone up to at least Adventure Time, all wounds turn into Consequences, and a healing Conflict may take place to cure the wounded characters. Finally, as the Time Scale reaches Downtime, all wound and fatigue Consequences expire, with the exception of crippled limbs that the available medical technology is unable to fix.

The following rules apply also to any other situation (traps, accidents, etc.) that inflicts damage to Toughness during non-combat encounters in Narrative or Adventure Time.

Effects of Healing and First Aid

You can use First Aid, implements (bandages, drugs, etc.) or any power including the Heal effect at any time during or immediately after Combat to stabilize a wound and prevent death or the worsening of a character's condition, but you can use them only once to reduce the damage in each wound. Only if further damage is inflicted can you apply Heal or First Aid again to the same character or location. For this reason, it is often better to let the best healer take care of a wound unless the patient is in immediate danger of death. For the sake of simplicity, all non-localised damage is treated as one wound, and all localised damage to the same location is considered one wound, even if the damage was actually inflicted in two or more hits.

After treatment, reduce the damage the character or location is suffering according to the effects of the Skill or Power used, keeping in mind that only the amount of damage in excess of Toughness counts. This might downgrade the wound to a lesser level of severity. Any wound that is brought below zero points of damage becomes a minor wound and ceases to have any effect except the need of a minimal tending to avoid infections after combat.

Fast Healing

Immediately after Advanced Combat, one or more healers can treat each individual wound to reduce the damage taken against Toughness. This process, called Fast Healing, takes approximately one round of Adventure Time, during which Life Points and Toughness are still tracked. After this time has expired, either Combat restarts because more enemies have appeared, or the wounds are translated into Consequences and normal Non-Combat rules apply to the events that follow. In some unfortunate cases, such as when the heroes flee from a combat they are losing, Fast Healing is not possible and the wounds must be translated into Negative Consequences without healer intervention first, which might produce unpleasant effects if the enemies engage the adventurers in a Conflict to pursue them.

Minor Wounds do not imply any real damage, so they can be treated with any effect that heals at least one point of damage or with one single First Aid roll. On a success they stop affecting the character. With such minor injuries you need only take care of the risk of infection, something that you can usually do even on the battlefield unless you are forced to a hasty retreat. If you did not keep track of all Minor Wounds, you can just make a single First Aid roll for each wounded character.

All characters also recover Life Points equal to their CON during Fast Healing. Add one extra D6 for characters with the Endurance Trait. Healing also restores lost Life Points and healers might spend Life Points of their own while healing.

Translating damage into Consequences

Once Fast Healing is over, any unhealed or partially healed wounds are turned into Negative Consequences. If any characters are still suffering from Negative Life Points after Fast Healing, then they suffer a “Fatigued-” or “Bleeding-” Negative Consequence, depending on the reason for the Life Point Loss.

Use the Damage to Consequence Conversion Table for the conversion between lost Toughness and Consequences. Note that the table results are the equivalent of a further 1-point reduction of each wound, as wounds that correspond to damage exactly equal to Toughness and twice Toughness are treated as Minor and Major respectively in the table, whereas they are considered Major and Lethal while Combat is still in progress. The two columns about Life Points and Resolution Points have the same effects as rules found in Chapter 3, and are repeated in the table for your convenience.

Damage to Consequence Conversion Table

Damage	Consequence	Life Point loss in subsequent Advanced Combats	RP to eliminate in Healing Conflicts
No damage in excess of Toughness	Minor Wound -	10 (one time)	10
Damage in excess of Toughness	Major Wound (-)	10 (recurring)	15
Damage in excess of double Toughness	Lethal Wound (-) (-)	20 (recurring)	30

The narrative effects of these Consequences are as follows:

- a Minor Wound does not affect the character in any further way, save for a general sense of dizziness that will give him or her a Consequence or a one-time 10 Life Point loss in Advanced Combat;
- a Major Wound means, apart from the Recurring Consequence that may also affect Life Points, that if the Character enters Advanced Combat again before being fully healed, then he or she will be treated as already suffering from a zero-point Major Wound. This will not automatically bring the character’s Life Points to zero, but any damage to the affected location will go directly to Life Points;
- a Lethal Wound leaves a character permanently incapacitated or unable to use the wounded limb, which will hamper the rest of the group, possibly blocking the progress of the adventure. The Narrator might want to find a narrative explanation for a temporary downgrade of the wound to Major.

As soon as all Toughness and Life Point losses have been translated into Consequences, the rules found in Chapter 3 are once more in effect. This means that any further treatment requires a Healing Conflict.

Armour

Body armour is a form of protection used to reduce the damage one may suffer in combat. It reduces weapon damage before it is applied to Toughness. The damage reduction is expressed in Armour Points (AP), which depend on the materials and thickness of the armour. When a combatant is covered in an armour suit made of several layered pieces, the AP of the strongest armour layer is considered to include also the AP of any underlying padding.

Like damage and wounds, armour can be localised or non-localised depending on your game's level of detail.

Armour Coverage

In many cases the pieces of an armour suit do not overlap totally, and some portions of a fighter's body are protected only by the thinnest armour. A medieval man-at-arms had his skull covered by both mail and a helm, but his neck was protected by mail only.

Thus, knowing how many points of damage an armour piece will stop is not enough to define its effectiveness. It is also necessary to determine its Coverage, that is the chance that a hit will land on the part(s) of the body it protects. Each armour piece has a separate chance of being hit, depending on the relative body surface it covers. For instance, if the only piece of plate armour a fighter is wearing is a helmet, and the rest of the body is covered in mail, the chance of hitting the more robust plate armour is low. Similarly, if the only parts not covered in mail or plate are his hands and face, the chance of hitting the non-armoured parts will be equally low.

The relative armour coverage for all armour pieces is expressed with number ranges which, when read together, constitute a linearised table of armour protection. The number ranges corresponding to each armour piece are in the format AP/Coverage+, where AP is the armour points of the piece and Coverage is the lower limit of the range. Numbers for Coverage go from 0 to 9, and armour pieces are usually arranged in increasing AP order, with 0 and sometimes other low values representing non-armoured areas, if the target has any. Number 9 usually represents the headgear, which is the hardest piece in the majority of armour suits.

Whenever an armoured target is hit, the unit die of the attack roll is read as the Coverage Roll, and compared to the Coverage values of all armour elements to determine which protection to apply. In practice, you need to find the highest possible Coverage number which is still inferior to the Coverage Roll. For instance, if one piece has AP/Coverage 4/4+ and another 8/7+, then a roll of 8 hits the 8-point piece because both numbers are below 8 but the 7+ Coverage takes precedence, while a roll of 6 hits the 4-point piece because only the 4+ Coverage is below the roll.

Let us examine the armour of a typical medieval militia infantryman, made of a cloth padding suit (gambeson), a mail shirt and a pot helm. The gambeson is not very strong but covers everything except the hands, feet and face of the fighter (2/1+). The mail shirt has short sleeves and skirt attached, for a 5/3+ totals. The pot helm is made of steel, but it covers only a part of the head, for an 8/9+ total. In game, we will describe this armour as: 2/1+, 5/3+, 8/9+.

Which is a shorthand for the following table:

Unit die	Attack hits
0	<i>on an unarmoured area</i>
1-2	<i>on the gambeson (AP 2)</i>
3-8	<i>on the mail (AP 5)</i>
9	<i>on the helm (AP 8)</i>

Localised Armour

If you use localised damage, each hit location is protected by its own Armour. The AP protection remains the same, but Coverage is referred only to the location at hand. Each Armour suit or Armour piece has specific values for each location, in addition to the non-localised value. All values are listed in the Armour Tables in Chapter 5, or in the special Armour list for the setting you use.

A piece that covers only one or two hit locations will have a very different Coverage value when using localised damage, sometimes quite different from the Coverage for non-localised damage. A helmet with a mere 9+ Coverage when blows are directed at the entire body may find its Coverage greatly increased when you consider only the head. On the other hand, the helmet is not counted at all when the other locations are hit. The torso is often covered totally, with a coverage of 0+.

Let us review the medieval man-at-arms example using hit locations. By checking the localised Coverage for a gambeson, mail shirt and open helm on the Armour Tables in Chapter 5, we discover that the values for each location are as follows. The mail on the torso has no area left non-armoured or protected only by the gambeson so it is worth 5/0+. Limbs and head all have some unprotected parts and areas covered only by the gambeson which thus has a 2/3+, 2/2+ and 2/1+ armour value, respectively, for legs, arms and head. The limbs are also half covered by the mail, which has a 5/5+ and 5/4+ value, respectively for legs and arms. Finally, the helm has an 8/6+ value referred only to the head.

However, our soldier's head sounds a bit unprotected. By consulting the armour table again, we find that heavier mail armours have mail protection on the head, too, which replaces the gambeson (it is the so-called mail coif). While the difference is too little to consider when using non-localised armour, it becomes relevant in this case, so we will consider this armour suit as having a coif and thus 5/1+ on the head. Historical mail suits had a great variability in Coverage.

That said, here are the armour values for locations, ready to list on your character sheet:

- Legs 2/3+, 5/6+;
- Torso 5/0+;
- Arms 2/2+, 5/5+;
- Head 5/1+, 8/6+.

Natural armour

The natural armour provided by a creature's thick skin, fur or scales also has its typical AP/Coverage ratings, detailed in Chapter 7. Magical protections and force fields usually have a 0+ coverage, but consult also the Protection power description in Chapter 6.

Impromptu Armour

In pulp games where characters wear little or no armour but exchange lots of bullets with their enemies, it is not uncommon for a character to be saved by a thick object absolutely not intended as armour which is providentially in the way of an otherwise-deadly hit; a Bible stopping a bullet, an iPhone blocking a knife stab, or a golden torque deflecting a beheading sword slash. If this suits your game, you can assign up to 4 points of impromptu armour with a coverage of 9+ to otherwise unprotected characters.

Armour and ranged weapons

Most armour elements are designed to protect the wearer from attacks coming from the front. An armour suit may have several weaker spots, but they are usually located in areas only reachable with a close combat attack or by hitting the target from the side or from behind. To represent this, add a +2 modifier to the Armour Coverage Roll when a Ranged Attack hits a target that is actively trying to face the attacker or to move towards him or her. This is cumulative with any other modifier to the Armour Coverage Roll.

Using shields as cover

Particularly in the Ancient Age, shields were sometimes used as part of a soldier's armour rather than as a parrying/blocking weapon. The huge shields of Greek hoplites and Roman legionaries were formidable as cover, and the soldiers' armour suits were designed to protect only those parts of the body not covered by the shield.

A combatant can use a shield as a passive defence which provides a Coverage Roll modifier, usually equal to the shield Reach minus one. Any Coverage Roll of 10 or more hits the shield, which is then treated as an armour piece with AP equal to its Toughness. Using a shield in this way prevents any other use for that round, and negates the Free Reaction that a shield usually grants.

Shield coverage is in effect only when fighting in formation and against Ranged Attacks from the front. When a soldier is in close formation with other shield users, even Close Combat attacks are subject to the shield Coverage modifier. When the fighter is alone, only Ranged Attacks coming from enemies in front or moving towards may hit the shield. This means that all hits that are subject to the normal +2 for Ranged Attacks are also subject to the shield Coverage modifier.

Example: Gaius the legionary has a rectangular Scutum shield with Toughness 12 and a Coverage rating of +3. In a battle against the Germans, his unit is subject to a volley of arrows and since the coverage Roll for ranged weapons is already subject to a +2 modifier, any roll ending with 5 or more will hit the shield, while any other roll but a 0 will hit the legionary on his helmet or Lorica Segmentata, which the armour makers in Rome have designed to provide a Coverage of 6+. Later on, the fierce barbarians charge his cohorts. Gaius and his comrades are a disciplined troop and keep a tight formation even when charged, so they retain the advantage of shield cover. Without the benefit of the +2 to the Coverage Roll, however, many Germans (Coverage Rolls of 0 to 2) could hit Gaius in a less armoured location.

Months later, Gaius' legion engages a Parthian light cavalry unit. Parthian riders are extremely mobile and they always try to fire at an enemy unit after outflanking it, negating the shield Coverage bonus. However, the legionaries know the Testudo combat Stunt, a technique used by the Romans that allows them to form a shield barrier that is impenetrable from any side, thus retaining the +3 to Coverage from any direction. Yet without the +2 for facing the enemy, plenty of arrows (Coverage Rolls of 0 to 2) manage to hit the Romans in their feet, where they have only their leather caligae to protect them from harm. These Parthians are pesky opponents.

Parallel Conflicts

In Advanced Combat, usage of a power with the Overcome attribute, poisoning, grappling, entangling and other important details are handled as basic Conflicts, yet they must be resolved before Combat ends. These Conflicts are called Parallel Conflicts, as they take place at the same time as the battle, which is itself a Conflict, but cannot be handled with the same rules as Advanced Combat.

The rules presented here constitute the core concepts used when running general Conflicts during Advanced Combat. Specific cases may add further specific rules. Please check also the section about Poisons in Chapter 3 and about Overcoming the target of an offensive power in Chapter 6.

Resolution for Parallel Conflicts

When running a Parallel Conflict, you determine Resolution Points for the two opposing forces as normal (Will versus Will for a spell, Might versus Constitution for a poison, Strength versus Strength for grappling, etc.). Consequences might apply, but normally not the same Consequences you have applied at the start of combat. Consequences from previous Parallel Conflicts, instead, do apply. For instance, if you have suffered a “Drained Mana” consequence while using a power with the Overcome attribute earlier in the combat, the Consequence does apply to a subsequent Conflict involving your Will.

Initiating a Parallel Conflict

Parallel Conflicts are initiated by an Action (or Reaction) performed by one combatant, who is therefore labelled as the Conflict initiator. Typical Actions are using a power with the Overcome attribute, inflicting damage with a poisoned weapon, using the Grapple or Entangle Combat Effect after winning an exchange, and so on. The initiator pays the normal SR cost for this action, if any, and the Parallel Conflict starts with the attribution of Resolution Points.

The initiating Action may trigger the first exchange. An offensive power or the injection of a poison will immediately trigger an exchange in the Parallel Conflict, without any further expenditure of Strike Ranks, while other types of Actions like Grapple or Entangle will not.

If the initiating Action included a Roll, the latter is considered part of this exchange. Otherwise the initiator makes a Roll on the appropriate Skill. For instance, the caster of a Divine Blessing, which is activated without any Rolls, must make an Allegiance Roll, and a poison will make a Roll on its Challenge Rating of 50%. On the contrary, a psychic who is Attacking with the Confusion power has already Rolled on Concentration and can keep this initial Roll. The other contestant makes the appropriate Opposed Roll (Willpower for powers, Endurance for poisons, etc.), and the effects of the exchange are applied immediately according to the Conflict rules.

Running a Parallel Conflict

Once the Conflict has started, all subsequent rolls for effect may take place once or more per round, according to the nature of the initiator:

- If the initiator is an impersonal force, like poison, it makes another Roll for Effect at the start of each round of Combat. The target cannot Roll for Effect in any case, and never spends any resource to defend.



- If the initiator has an independent will, it must use a Concentration (for powers) or a generic Ready Item (for physical effects like grappling and disarming) action for each Roll for Effect they want to make. The target does not spend any Strike Rank or other resource to resist against a Concentration action, but against a physical threat, he or she must spend a Ready Item Action and lose the appropriate Strike Rank and Life Points to resist with Brawn, Dodge, Brawl or another Trait. If the defender lacks the Strike Rank for the Action, he or she can still roll but is subject to a Penalty and to the loss of one Life Point, as per normal Advanced Combat rules.

The normal cost for the Actions used in a Parallel Conflict, Concentration and Use Item, is five Strike Rank. A Parallel Conflict constitutes an exception to the Opening Move rules, so the two opponents can use these actions at will, no matter what they have declared as Opening Move.

Both parties can also spend a Concentration or Ready Item action to gain a Support Bonus in the Parallel Conflict. They must of course justify this Bonus with a Trait they have or an action they perform (reciting a simple protective formula against curses, sucking the poison out of the wound, etc.). We recommend that the Narrator requires the presence of an appropriate Trait, unless there is some really obvious action related to the environment that the character can do. All other general Conflict rules for Support apply. Allies can lend support to Parallel Conflicts if they use an appropriate action that can justify the Support Bonus.

Outcome of a Parallel Conflict

If the initiator wins the Conflict, the target usually suffers a seriously impairing Effect, depending on the nature of the Conflict (being subdued, a power taking effect, and so on). The initiator suffers standard Consequences based on the Resolution Points lost, which represent mental or physical stress suffered, but these usually last only for the duration of the current Combat.

A Parallel Conflict may end with a Quick Exit according to the general Conflict rules. Each type of Parallel Conflict has its own rules specifying the possibility and the effects of a Quick Exit. Poisons have no will of their own and cannot opt for an earlier termination, but the first exchange will determine if the toxin has an immediate effect or not by checking the criteria for a Quick Exit (see Chapter 3).

The initiator of a Parallel Conflict can interrupt it voluntarily, and there are some conditions that may cause its premature termination against the initiator's will, too. If the Conflict is interrupted, its initiator suffers Consequences as if winning it. If the initiator loses the Conflict with a complete defeat, he or she usually suffers Consequences, too, but no other adverse Effect. However, if for some reasons the effects he or she intended to obtain can be reversed (for instance in case of grappling or because the target is protected by the Reflect power), the outcome of a lost Conflict is obviously the reversal of the intended Effect against the initiator.

Rules for deadly poisons

Quick-acting deadly poisons that take effect during Advanced Combat continue their action even after reducing the victim to zero Resolution Points. After suffering all the non-deadly effects of the poison, the victim starts acquiring Negative Life Points, which cannot be eliminated until the poison is purged, at the rate of 1d6 per round in which the Opposed Endurance Roll is failed. The only chance of survival is purging the poison with magic or an antidote before the victim has suffered Negative Life Points equal to his or her starting value. Luckily for the victim, the poison Might to purge is not the entire amount, but only the Resolution Points the poison had left after winning the Conflict.

Parallel Conflict Example

The Sheriff of Nottingham has caught Little John by surprise. On SR 20, the Sheriff pays 8 SR to swing his longsword at John, who must use five of his 15 SR to Dodge, as he is unarmed. Luckily, Little John wins the exchange with a 26 out of 78 versus the Sheriff's 17 out of 65, and opts to use a Grapple Combat Effect to grab his opponent's arm, hoping to offset the advantage the sword gives his foe. The Grappling thus starts when the Sheriff has 12 Strike Ranks and John has 10, and the Resolution Point pools for the Parallel Conflict are equal to the combatants' STR, that is 18 for John and 13 for the Sheriff. John's lucky Dodge Roll has already been countered by the Sheriff's

Sword attack, so it cannot be treated as a Roll for Effect. The Conflict is set up, but the first exchange does not take place yet.

The Sheriff, on Strike Rank 12, cannot hit John with his sword while grappled, and is forced to work on the Parallel Conflict. He spends a Use Item action to gain a Bonus to his next roll, declaring that he is nevertheless using his Sword trait by hitting John with the hilt. This brings the Sheriff's Strike Rank down to 7. On SR 10 John trusts his Brawl Skill and spends 5 SR to Roll for Effect, but loses with a 34 to the Sheriff's Brawl Skill plus Bonus roll of 78 out of 95. This costs John 3 RP, bringing him down to 15. However, the Sheriff must use 5 SR to defend, too, so the two contestants end up with 2 and 5 SR, respectively.

On SR 5 it is John's turn again, and the Merrie Man spends 5 SR for another roll on the Parallel Conflict. The Sheriff does not have enough SR for the Use Item action, so he drops to 0 SR, receives one Penalty and loses one Life Point, while being still able to defend. This time, John rolls an Advantage with 64 and the Penalty betrays the Sheriff, who fails miserably with a 58. John makes the sheriff lose 8 Resolution Points, reducing him to 5 vs. his own RP of 15. Being a practical man, John goes for a Quick Exit, so the Sheriff is not subdued but loses his sword because of John's brutal push. John is panting a little bit, as the grappling Conflict cost him a "Fatigued-" Consequence for the three points lost. However, he has turned the battle into a fistfight against a much smaller, unarmed opponent.

Combat Effects

Whenever a character obtains a victory in a Combat Exchange, his or her player can choose one or more Combat Effects to apply. You have two kinds of Effects: Tactical Effects that you can always apply; and Damage Effects that you can apply only if your opponent lost the Opposed Roll or could not defend at all, thus allowing you to roll for damage.

Combat Effect Format

The format for Combat Effects is the same for Damage and Tactical ones.

Name

Type (Occurrence). Trigger

Description

Type: Damage or Tactical. Tactical Combat Effects may apply to both Attack and Defence rolls, or to only one type of roll. If they apply to both, Tactical is specified, otherwise Attack or Defence is specified.

Occurrence: if specified it may be either auto, effect or advantage, which mean that the combatant must have an Effect or an Advantage Effect, respectively, to spend in order to apply this Effect. Auto means that an Effect is never chosen explicitly but is automatically applied in addition to other effects, unless another incompatible effect is chosen. Some effects may have two or more occurrences listed. The description of any specific weapon or Stunt a character possesses supersedes the Occurrences listed in the power description, with Stunts having the precedence over all.

For instance, Impale is listed as Impale (effect) for most swords, but if you have a sword listed with the Impale (advantage) attribute, then Impale is an Advantage Effect for that weapon. If you learn a combat technique that allows you Impale (auto) with swords of a certain type, then when hitting with that type of sword you apply Impale automatically when not applying Slash or Stun.

Trigger: if an additional trigger is necessary to allow the combat effect this is specified here. The trigger is often an Attribute that the weapon must have to activate the Effect.

Description: the effect description.

Damage Combat Effects

When an attacker rolls damage and he or she has Combat Effects left to apply, he or she can choose one or more Damage Combat Effects.

The Impale, Stun and Slash effects cannot be combined. Only one of the three can be chosen, even if a weapon allows more than one. In case of an automatic effect, choosing an incompatible effect prevents the application of the automatic one.

Example: a katana has the Slash (auto) and Impale (effect) attributes, meaning that it can either stab or swing. If a samurai chooses to swing his katana, the Slash effect is automatic and he can add another Effect, either Tactical or Damage. If the samurai chooses to stab, not only does impaling require the expenditure of an Effect, but it also prevents the application of damage doubling from Slash.

Aimed Blow

Damage (effect for meleé, advantage for ranged). Any attack.

The attack strikes the desired Hit Location instead of a random one, or aggravates any existing Major Wounds when using non-localised damage. Alternatively, the Armour Coverage Roll is decreased by two, to a minimum of 0.

Bleed

Damage (effect). Any weapon with the Slash or Impale attribute.

All damage suffered, including doubling from Slash, is applied to Life Points. Basic (non doubled) Damage is also added to the Fatigue Threshold of the target for the duration of this Combat, increasing its Life Point expenditure in subsequent rounds. The effects of several Bleeding wounds are cumulative.

Coup de Grace

Damage (effect). Any Close Combat weapon with the Impale attribute.

You place an impaling strike so that armour protection is completely ineffective. The Might of the blow is disregarded, but armour from the bypassed suit has no effect. The normal effect of an impaling blow (1d8 additional damage) applies, too.

This effect can only be used on a helpless target, that is a target currently grappled by the attacker, brought to zero Strike Rank by a Stun effect earlier during the round, or unconscious.

Drop Weapon

Damage (advantage). Any Ranged Attack.

Forces the target to drop a hand held weapon if any damage overcomes Armour. This disarm technique is ineffective against shields or natural weapons.

Impale

Damage (effect, or as specified by weapon attribute). Any weapon with the Impale attribute.

An impaling blow adds 1d8 to its total damage. Even attacks that have no weapon dice can add this d8 if listed as impaling.

Weapons and projectiles with a material component that Impale remain stuck in the target's body when the weapon causes a Major Wound or when the die roll is an 8. Having one or more weapons stuck in one's body inflict a Penalty to all physical Actions.

Maximum Damage

Damage (advantage). Any attack.

One of the weapon dice does maximum damage. This effect can be applied more than once to a weapon with more than one damage die.

Mighty Blow

Damage (effect). Any Close Combat attack.

The dice resulting from the Might of the blow yield their maximum result. Unlike Maximum Damage, this effect applies to all Might dice at once.

Slash

Damage (effect, or as specified by weapon attribute). Any weapon with the Slash attribute.

All damage from a slashing blow that overcomes armour is doubled before being applied.

Stun (Crush)

Damage (effect). Any meleé weapon

The attack ignores armour and deals damage equal to total Might in d2 directly against Toughness. If the Strike Rank loss due to pain brings the target to zero SR or less, the latter is open to a Subdue or Coup de Grace effect for the remainder of the round.

Tactical Combat Effects

Tactical Effects are labelled as Attack or Defence when they apply only to attacks or to defences. We have divided them in two separate lists of Close and Ranged Effects, with a few specimens being usable in both Close and Ranged Combat. These are listed among Ranged Effects.

When an Effect mentions a number "proportional to your Skill", you can either use the tens die or roll an appropriate die (1d2 for Skills 1-20, 1d4 for 21-40, 1d6 for 41-60, 1d8 for 61-80, 1d10 for 81-100, 1d12 for more than 100), depending on whether you want to be able to predict the exact number when choosing the Effect.

Ranged Combat Effects

Normally, a victory when defending against a Ranged Attack has no additional effects apart from making the attack miss completely, and the attacker can still apply the Suppress effect if firing bursts. Exceptions may exist in some pulp genres, like sending lasers back to the attacker with a successful energy blade Parry. This kind of effects require a combat Stunt. In any case a Defence Combat Effect can grant you the Return Fire effect to shoot back.

Glancing Blow

Attack (effect). Any Ranged Attack against a Dodge, Parry or Roll defence.

You can ignore any enemy defence except Take Cover or a shield Block, but your attack loses any positive Might from any source and receives a +1 modifier to the Armour Coverage Roll. Elemental/energy attacks are reduced to a Might of one, instead. This Effect cannot be combined with Damage Effects.

Return Fire

Defence (effect). Any defence against a Ranged Attack.

You can fire back at your attacker at the exact moment he or she is targeting you. You must still pay the Strike Rank cost for the attack. The target of Return Fire loses any benefits of being in Cover except the +2 to the Armour Coverage Roll.

Suppress

Attack (effect, or auto with burst fire). Any Ranged Attack with an automatic or energy weapon.

The target suffers a penalty to SR proportional to your Skill. When firing bursts, Suppress is an automatic effect and subtracts SR even when you miss, including the automatic miss against a target in cover, but the maximum number of SR lost is equal to the rounds fired.

Close Combat Effects

Anticipate

Tactical (effect). Any Close Combat attack or Parry.

The next roll that you make against the target receives a Bonus.

Bash

Tactical (effect). Any attack or Parry with a shield.

You push your opponent back one metre per die of damage inflicted. If there is an obstacle or tricky terrain behind the target, the opponent must make an Agility roll with any Trait appropriate to the situation or fall to the ground.

Bypass Defence

Tactical (advantage). Any Close Combat attack (see also description).

You ignore the enemy defence. In addition to Combat Advantage, this effect has the additional requirement that the ten die of the Attack roll be greater than the number of damage dice of your weapon, including modifiers due to Might.

Change Distance

Tactical (effect). Any Close Combat attack or defence.

You can enter or exit closing distance with your opponent. Against an opponent with which you are at regular distance, you can use this effect to disengage from Close Combat while remaining in the same Zone.

Damage Weapon

Tactical (effect). Any Close Combat attack or defence against a weapon of inferior quality or against a block.

You can damage the enemy's weapon. Damage is rolled normally and applied according to the rules for damaging inanimate objects or the normal rules for damage against a limb. The Toughness of weapons of higher quality than yours is doubled when applying this Effect against a Block.

Daze

Tactical (advantage). Any Close Combat attack or defence.

The target is left momentarily confused or off balance. His or her next roll, which include any roll to resist an effect inflicted together with this one, will suffer one Penalty.

Disarm

Tactical (advantage). Any Close Combat attack or Parry.

The target must roll again against his or her weapon Trait, with any Penalties that would apply to a Close Combat defence rolled in that precise moment. A failure means the weapon is dropped. Shields are immune to this effect if strapped to the arm.

Entangle

Tactical (effect). Any attack with a weapon with the Entangle attribute.

You entangle your opponent's body or location, or weapon if Parried. Any entangling or entangled weapon or limb cannot be used to attack or Parry until the entanglement ends.

Grapple

Tactical (effect). Any unarmed attack or any defence where the defender has a free hand.

You grapple your opponent's limb, or the whole body if the opponent failed the roll. Any grappled or grappling limb cannot be used to attack or Parry until the grapple ends.

Instinctive Defence

Tactical (effect). Any Close Combat defence.

The SR cost of the defence becomes zero. If the cost was already zero because of a Free Reaction, then you do not spend the Free Reaction.

Keep Distance

Tactical (effect, or as specified by weapon attribute). Any Parry.

This Effect changes the cost of the parried attack, making it equal to the Reach of the Parrying weapon. The attacker loses extra SR to match the new cost of the attack.

Overwhelm

Tactical (effect). Any parried or dodged (not blocked) Close Combat attack.

You subtract a number of dice equal to the Parry value of the parrying weapon (including any Might bonuses) from damage, starting with the d2's for Might. Any remaining dice will damage the target.

Regain Footing

Tactical (effect). Any Close Combat attack or defence.

You can stand up from a knocked down or kneeling position.

Riposte

Tactical (effect). Any Close Combat defence.

You can make an immediate counter-attack with a ready weapon. You must still pay the cost of the attack in SR. The attack is a normal attack under all points of view, it just takes place before the normal SR.

Subdue

Tactical (effect). Any Close Combat attack against a helpless target.

The target must roll against his or her weapon Trait, including any Penalties that would apply to a Close Combat *attack* rolled in that precise moment, or be forced into submission, effectively defeated although unharmed, as long as you are still holding him or her.

You can use this Effect only on an unconscious or helpless target, that is a target you have grappled or brought to zero Strike Rank with a Stun effect earlier during the round. You cannot Subdue a creature of a greater Size Class.

Take Initiative

Tactical (effect). Any Close Combat attack or defence.

The target loses a number of Strike Ranks proportional to your Skill.

Trip Opponent

Tactical (advantage). Any Close Combat attack or defence.

The target must roll against Agility with any Trait appropriate to the situation, like Balance. A failure means the attack has knocked the target down.

Combat Stunts

The following collections of Stunts are designed to expand those details of combat that may be useful only in particular settings, or to groups that wish to obtain a higher degree of realism. All of these Stunts are optional. On the other hand, if you appreciate detailed combat, we encourage you to introduce as many new Stunts as you are comfortable with.

Some special Stunts may apply to more than one weapon Trait. If a weapon user has the Stunt but not the weapon Trait, the Stunt has no effect on that weapon.

Prerequisites for Combat Effects

Some weapons have a particular Combat Effect marked as an Attribute with the auto or effect trigger, meaning that anyone using the weapon can obtain that specific result without spending an Effect or by spending a regular Effect, respectively. If the weapon description has a star following the Attribute, such as in Impale (effect)*, that particular manoeuvre may require specific techniques not known to everybody and represented with a Stunt. If such a Prerequisite exist, those lacking the Stunt see the trigger condition of the Effect raised by one level: auto becomes effect, effect becomes advantage and advantage becomes unusable.

Here are some sample prerequisite Stunts.

Bayonet

This Stunt is a prerequisite for using your rifle in Close Combat, assuming it has a bayonet mounted. In most settings, the basic Rifle training will include the Stunt. If it doesn't, the advantage of taking this Stunt instead of a basic Spear training Trait is that you can use a Ranged Combat slot for it.

Flails

Flails and Nunchakus are extremely effective weapons, but they are also difficult to wield. Without this Stunt, the wielder is unable to use the Penalty to Parry attribute offensively. This means that he or she suffers the Penalty when parrying with the weapon, but does not inflict the Penalty on a target parrying the flail.

Spear Formation

This Stunt is a prerequisite for using any spear, polearm or other long weapon with the Keep Distance (auto)* attribute. Without this, you need spend an Effect to apply the Keep Distance manoeuvre.

Swordbreaking

This Stunt is a prerequisite for using any weapon with a built-in sword-catcher option, identified by the Entangle on Parry (advantage)* or (effect)* attribute. Without this Stunt you are unable to use the Entangle effect.

Telescopic Sight

This Stunt is a prerequisite for using any scope-based aiming device applied to a sniper rifle or another ranged weapon. It can be applied to any weapon with the appropriate equipment, but the firer must also have the weapon Trait.

Sword finesse

Axes, spears and blunt weapons are relatively easy to use. Having the relevant Trait allows a fighter to use the full array of manoeuvres and Combat Effects listed for the weapon. Swordsmanship, on the other hand, is usually an art rather than a technique, and the sword, although inferior to other weapons in a specific kind of attack (slashing, thrusting, bashing, etc.) is the only weapon that can be used for virtually any combat technique except entangling. This flexibility comes at a price, as this weapon usually has Prerequisite Stunts forcing you to acquire more than one Trait if you wish to be a swordsman at full effectiveness. Without them, a sword is at a disadvantage when facing an armoured opponent, and becomes mainly a defence weapon to carry outside the battlefield. As usual, feel free to ignore the Prerequisite Stunts if you do not feel the need for such detailed combat rules.

Sword Finesse: Thrust

This Stunt is a prerequisite for using any sword with the Impale (effect)* attribute. Without this, the weapon becomes capable of impaling only on an Advantage result.

Sword Finesse: Fencing

This Stunt is a prerequisite for using any sword with the Keep Distance (auto)* attribute. Without this, you need spend an Effect to apply the Keep Distance manoeuvre.

Dual Wield Stunts

Normally, having a second weapon in the off-hand does not provide any specific advantage, and if you use the secondary weapon you suffer a Penalty. Dual wield Stunts eliminate this Penalty, at least for defence, and let you gain a Free Action with your secondary weapon.

Dual Wield

This Stunt grants you a Free Action with your shorter/secondary weapon, and eliminates the Penalty for off-hand weapon use. The Free Action cannot be your Opening Move if it is an attack. The Shield Trait allows you to do the same with a shield, although the Penalty for a shield attack remains.

Sword and Pistol

Useful in pirate and sword and planet campaigns, this Stunt allows a combatant wielding a light Close Combat weapon and a pistol or other 1H ranged weapon with limited recoil to switch between Close Combat and Ranged Combat at no SR cost, and to make a Free Reaction with the Close Combat weapon similarly to the Dual Wield Stunt. Any attack against a target with which the combatant is already engaged in meleé suffers a Penalty as per normal weapon rules.

Grip Stunts

The statistics for hafted weapons assume that they are gripped in their optimal position to exploit their reach and momentum. However, a clever fighter knows how to use the weapon with variable grips.

Change grip

This Stunt allows an axe, hammer or mace wielder to use a shorter grip on the weapon, making it more suitable to fighting in close quarters. The weapon loses one point of Reach and one point of Might, but its attack and Parry SR cost also decreases by two and one point respectively. This trick is only possible for one-handed weapons.

Half-staff grip

This Stunt allows a staff fighter to grab his or her weapon in the middle of its length, decreasing Parry cost by 1 point but leaving all other attributes unaltered. The staff wielder changes grip quickly when attacking to optimise the weapon length and momentum and returns to the basic grip for parries against multiple opponents coming from different directions.

Half-swording

This Stunt allows to grip a sword with two hands, one of which grabs the sword by the blade. It reduces Reach by two, thus allowing to use the weapon in closer quarters, but it also negates the two-weapon bonus to Might and reduces the SR cost for attacks by 2 and for parries by 1. It is usually possible only with weapons which have a specific blunt section of the blade for this purpose, but a soldier in plate gauntlets can do it with a longsword with its entire length sharpened, too.

Martial Arts Stunts

There are several Martial Arts disciplines, all with their peculiar Trait, which in turn allows access to a unique list of Stunts that a character must learn separately. A Martial Arts Trait also includes the basic Stunt for its school, usually Kicking.

Acquiring a Martial Arts Trait is possible only within a culture that practices it. The following Stunts try to represent somehow “realistic” Martial Arts and thus only Focus has been listed as costing extra Life Points. In some settings it might be appropriate to require the expenditure of one Life Point per each use of a Martial Arts Stunt – which represents the martial artist tapping into his or her Qi life force reserves, as taught by the philosophy at the root of most Oriental Martial Arts.

Acrobatics

Schools: Capoeira

This Stunt allows the martial artist to combine Instinctive Parry with Regain Footing and Change Range when dodging. It can also be used to perform incredible acrobatic feats in or out of combat.

Deflect

Schools: Karate, Wushu

This Stunt increases the Parry score of a Martial Artist fist to 2, rendering an unarmed Parry as effective as a light sword Parry.

Evade

Schools: Capoeira, Karate, Muay Thai, Wushu

This Stunt prevents the martial artist's opponent from using Overwhelm against his or her Dodge, allowing him or her to Dodge safely when unarmed. It reduces the cost of Dodge to 4 SR against other unarmed opponents.

Focus

Schools: Karate, Muay Thai, Wushu

This Stunt adds one point of Might to a Martial Arts attack per Might Level. Each application of extra damage costs one Life Point. The Stunt also avoids damage to limbs due to the extra force of the blow.

Kicking

Schools: Capoeira, Karate, Muay Thai, Savate, Wushu

This Stunt is the default Stunt for most Martial Arts, including some Western ones like French Savate or Brazilian Capoeira. It allows the martial artist to hit with a kick instead of a fist without any penalty. The Kick attack has a Reach equal to the creature's Size Class (thus 3 for a normal human) instead of the zero reach for a Punch or Bite, costs 5 SR in advanced combat and provides a +1 to Might.

Read Intentions

Schools: Karate, Wushu

Prerequisite: Evade

By understanding when the firer is about to pull the trigger, this extremely difficult Stunt allows you to Dodge any kind of projectile, including beam weapons, at full effectiveness.

Fast Draw Stunts

Fast Draw [Weapon]

This Stunt allows you to draw a weapon and attack with it with the same movement. It is usually reserved to specialised schools of Sword fighting (Japanese Iaijutsu) and the fast draw techniques with the handgun which are so common in Western movies.

Fast Shooting

This Stunt allows an archer to load and fire his or her bow with a single movement of the arm, thus avoiding the 5 SR cost of the Ready Item Action used to reload. The archer might still need to spend extra SR to Aim. Only relatively short bows (up to a nomad cavalry bow) allow firing at such an impressive rate.