

Missile Combat

Base Factors

- + Combat Level
 - 2 Non-favored weapon
- Intelligence*
- 2 1-3
 - 1 4-8
 - 0 9-13
 - +1 14+

Factors for Specific Weapons

- Agility*
- negative surplus
 - + ½ positive surplus
- Physique*
- negative surplus
 - + ½ positive surplus

Conditional Factors

(also see conditional factors for all combat, below)

- 1 Target sees shot coming
- Target Size*
- 2 Tiny
 - 1 Small
 - 0 Medium
 - +1 Large
 - +2 Very Large
- Target Speed*
- 2 Very Fast
 - 1 Fast
 - 0 Medium
 - +1 Slow
 - +2 Very Slow
- Range*
- 0 Short (less than ½ maximum)
 - 1 Long (½ to 90% of maximum)
 - 2 Extreme (90%+ of maximum)

Melee Combat

Base Factors

- + Combat Level
 - 2 Non-favored weapon
- Intelligence*
- 2 1-3
 - 1 4-8
 - 0 9-13
 - +1 14+
- Bravery*
- 2 1-3
 - 1 4-8
 - 0 9-13
 - +1 14+

Factors for Specific Weapons

- Agility*
- negative surplus
 - + ½ positive surplus

Conditional Factors

(also see conditional factors for all combat, below)

- Endurance*
- 2 1-3
 - 1 4-8
 - 0 9-13
 - +1 14+
- Weight of Numbers*
- 1 per outnumbering opponent (max -3)
 - +1 per outnumbering ally (max +3)
- Blow is Parried*
- 2 Carrying through after breaking parrying weapon

Conditional Factors for Missile and Melee Combat

Luck (d6)

- 2 1
- 1 2
- 0 3-4
- +1 5
- +2 6

Astrological Influence

- +1 Birth Sign
- 1 Opposing Sign

Berserk/Exhausted

- 1 Berserk
- 2 Exhausted (unless berserk)
- +1 Opponent exhausted

Attack Parried or Dodged

- 4 Substantially dodged
- 3 Substantially parried
- 2 Partially dodged or parried

Recently Injured

- 2 Damaged in last phase
- +1 Opponent damaged in last phase

Miscellaneous Advantages

- +1 First Strike
- +3 Opponent unaware, fleeing, or stunned

The Striking Table

Add all of the factors obtained above together (minimum -6; maximum +14). This gives the column to use on the Striking Table. Roll d% on the striking table to determine if the attack hits, and, if so, what body part is hit. The higher the total, the greater the chance of an effective attack. There is only one modifier on the striking table:

+15% Attack is a charge or lunge

Damage

The base damage of the weapon is modified as follows:

- Opponent's armor value
- Physique*
- negative surplus
- + ½ positive surplus

Location struck also may change the effect of the blow:

- Heart* Double damage
- Throat* Double damage
- Head* If damage is 4+, opponent is stunned for d4 phases.
- Face* If damage is 3+, opponent is blinded for d4 phases.
- Arm* If damage is 3+, opponent drops item held.
- Trunk* If damage is 4+, roll d6:
 - 1-2 Opponent staggers back (next action will be disengaging).
 - 3-4 Opponent doubles up, and is helpless for 1 round.
 - 5-6 Opponent collapses prone, and is helpless for 1 round.
- Leg* If damage is 3+, opponent is lame, and moves at ½ speed.
If damage is 5+, opponent is crippled.