

shAKhàn

*Fantasy Role-Playing On the World of
Telostic*

Book "C":
Combat On Telostic



By

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16. Combat in *Shakhàn*

Melee Combat determines the outcome of small-scale, e.g. man-to-man, combat between characters in *Shakhàn*. The details of Melee Combat are quite involved, but may be abridged or "overlooked" by the Players and Referee at the latter's discretion, in the interests of speeding play. For this reason, *Shakhàn* actually has **two** related, but different, forms of Melee Combat:

-"**Regular**" Melee Combat, which encompasses all of the factors, particularly the details of movement on the Tactical Display or game map, and
-"**Quick**" Melee Combat, which may be used in situations where the Referee and/or players can safely approximate the relative positioning of opposing characters.

Indeed, for most simple situations of Melee Combat, the Referee should **always** use the "Quick" method and approximate the effects of such factors as facing, the exact number of Action Points available to characters, and so on, lest battles needlessly take up valuable adventuring time. In most cases, all that is really required is that the Referee know what the relative Combat Factors are of characters fighting each other, and what happens if a strike is landed.

Unless otherwise specified, where the term "Melee Combat" is used, it refers to the "regular" as opposed to "Quick" form of Melee Combat (although, many concepts apply equally to both forms of Melee Combat).

Editorial Note

Characters in *Shakhàn* will sometimes find themselves in a "fight or die" situation, where physical force must be used with deadly effect. Even a cautious character should be armed and trained so as to meet opponents on as close to even terms as possible.

However, both players and the Referee should note that "serious" combat in *Shakhàn* is a lethal venture, with plenty of opportunity for characters to be instantly maimed or killed. **This is intentional** on the part of the authors. Our belief is that something is seriously wrong with role-playing games where a character, if managed carefully, can cause the violent deaths of dozens or hundreds of opponents in close combat, all the while having little or no chance of serious harm to him, her or itself. Furthermore, many of the attack types available in *Shakhàn*, particularly the more potent magic spells, are every bit as dangerous as a hand grenade or flame thrower; it strains credulity to imagine characters constantly facing these kinds of hazards and living to tell about it.

This is both a factual observation, and a moral one; as anyone who has seen "real" violent conflict will attest, there are plenty of excellent warriors who constantly go out "looking for trouble"... in the cemetery. Players, and characters, who really *must* constantly get into fights, are thus advised to try Brawling as opposed to actual deadly combat.

Implementation Note

The Referee should pay careful attention to the effects of Pain and Fatigue, as these factors play a much more important part in *Shakhàn* than in most other game systems. Frequently, a character with only moderate tissue or organ damage will either run away or fall unconscious due to these two factors; this will obviously have a significant effect on the outcome of combat.

16.1. Combat-Related Factors

There are essentially four main components of a character's fighting ability. These are:

-The character's natural abilities in the combat related requisite scores; in order of importance, these are Agility, Constitution, BDR (Body Damage Reserve), Strength and Dexterity. Generally, the higher the score a character has in each of these requisites, the better he or she will be able to fight.

There are also two other requisite categories which indirectly influence combat abilities: these are Morale/Willpower, which measures bravery and ability to withstand pain, and Charisma, which influences a character's ability to lead others into battle. Finally, there is one requisite which can only influence combat ability if it is seriously impaired or is absent altogether: this is the Vision score; if the character is even partially blind he or she will have great difficulty fighting.

-The character's training and experience in warfare. Usually, this is by far the most important component making up a character's chances of survival in battle. Training in combat can be acquired in two ways:
-by constant fighting, picking up experience the "hard way", or



A footsoldier from one of the Imperium's heavy infantry Legions

-by normal instruction, for example, a character wishing to learn the "tricks" of good swordplay might join the army where much professional advice would be available. There are martial training establishments of varying excellence in almost all populated areas, but many of them either charge large amounts of money or restrict admission to selected occupational or cultural groups. For example, due to the distrust most fighters hold for them, the *Antratschêldor-haii* will rarely be allowed to learn much in the ways of the martial arts.





- Innate abilities the character may possess. This covers a very wide area which includes everything from the *H'nàhhu*'s ability to regenerate damage to a magic user's spell casting ability. Usually most of the really important innate abilities will be found with nonplayer monsters, but some exceptions to this rule do exist. For example, the player of a *Mònat'tà* character will find his jagged forelimbs capable of doing more damage than the average sword.
- The artificial weaponry and armouring which the character has picked up or inherited. Most characters will have to avail themselves of one sort or another of standard artificial weaponry/armouring in order to compete with similarly equipped enemies.

There are **no** "class restrictions" as to what sort of character can use what sort of weaponry or armour. Thus, a magic-user *could* use a sword although his or her efficacy with it would be lower. Most sought after in this category are weapons and armour which are magically blessed or enchanted, as they often greatly increase the owning character's combat-related abilities.

16.2. Melee Rounds / Division of Time

The basic division of game time on the Combat scale is the Melee Round, which represents **five (5)** seconds of game time. Melee Rounds are further divided into a smaller unit of time called the "Melee Pulse", consisting of **one (1)** second of game time. The Pulse in *Shakhàn* forms the smallest unit of time around which Melee Combat and, to an extent, movement, takes place.

16.3. TCA And Attacks Per Tactic Card

A character's Tactic Card Allowance (TCA for short) is a measure of how quickly and precisely he or she can perform complicated actions in a limited space of time (5 seconds to be specific, since this represents one Melee Round). For most characters, their TCA will equal the maximum number of attacks or strikes they may attempt to initiate in a single Melee Round, since the general rule is, "one Tactic Card equals one attack". In a few rare cases (for example a multi-limbed monster or a human character using a double weapon combination), a character will be allowed more than one attack per Tactic Card. Put another way, this game mechanism can be explained as follows: A *Tactic Card* represents a *general combat-related manoeuvre*. An *"attack"* represents a *specific attempt to injure or damage another character, within the confines of a specific manoeuvre*.

The TCA is measured in terms of how many Tactic Cards, representing the types of actions possible, a character can play in a given Melee Round. A character who can play, for example, 3 Tactic Cards per Melee Round will have a considerable advantage on one who can only play 2 Tactic Cards per Melee Round, because assuming other circumstances are favourable the former will always be able to perform an "unanswered" attack upon the latter.

The Tactic Card Allowance a character is allowed per Melee Round is largely determined by the character's adjusted Agility requisite score, as follows:

Agility	Number of Tactic Cards
13 or less	May only play 1 Tactic Card per Melee Round
14 to 16	Two
17 to 18	Three
19 to 21	Four
22 to 25	Five
26 to 29	Six
30 to 31	Seven
32 or more	Eight

Note

No creature not under the effects of magic, a few rare monsters excepted, is ever allowed more than eight Tactic Cards per Melee Round.

The number of Tactic Cards allowed per Melee Round can be modified by one other requisite score: specifically, if the character in question has a Dexterity requisite score of five (5) or less, then he or she automatically can play only **one (1)** Tactic Card per Melee Round no matter what his Agility score may be. In other words, a Dexterity score of five or under **negates** the ability to play more than one Tactic Card per Melee Round (a few rare monsters excepted).

A character can only play his or her "limit" of Tactic Cards if he or she is free to move; a character who is fighting in close quarters or who is, for example, tangled up in a net may have further restrictions placed upon his or her Tactic Card Allowance.

16.4. CF (Combat Factor)

A character's Combat Factor (CF for short) is an abstract representation of his or her basic ability to fight other characters blow for blow in either Melee or Mass Combat. In close combat, the Combat Factors of both combatants are compared and the results of this comparison greatly influences the chance each will have of striking the other.

A character's Combat Factor is determined by a formula, as shown immediately below. (Note: Fractions are rounded to the nearest whole number).

$$\{[(2 \times \text{Adjusted Agility}) + \text{Strength} + \text{Dexterity}] / \text{Occupational Modifier}\} + \text{Weapon Training Bonus} + (\text{Experience}) \text{ Level Modifier} + \text{Weapon (Combat Factor) Modifier} + \text{Weapon Magic Modifier (if any)}$$

The components of the Combat Factor are as follows:

Adjusted Agility: This is the character's Agility score after the Agility Reductions caused by the armour he or she is wearing have been subtracted from it (see "Armour" below). A character who wears a great amount of bulky armouring will be indirectly reducing his or her Combat Factor by directly reducing his or her Agility. Also, if the Agility Reductions caused by any means would "adjust" a character's Agility to below **three (3)**, then any armour that would reduce the score to below "three" may not be worn; a character attempting to do this cannot move.

Strength: This is the character's Strength score.

Dexterity: This is the character's Dexterity score. Wearing protective gauntlets (cf. *Armour Statistics Chart*) reduces a character's Dexterity by one-half (50 per cent), and this will affect his or her Combat Factor.

Example of Combat Factor Calculation

Pètron the Level I warrior has a basic Agility score of 11; his Strength score is 11, as is his Dexterity requisite. Pètron wields a non-magical short sword in "Good" condition (Combat Factor Modifier of 0) and is armoured only with a wooden breastplate in "Usual" condition (Agility Reduction of 2) plus a small wooden shield in "Good" condition (Agility Reduction of 3, for a total Agility Reduction of 5, giving Pètron an effective Adjusted Agility of 6 (11 - 5)). Pètron's Occupational Modifier (see below) is 1.5 because he is a warrior, and he has a single Level Modifier of 2 points as a warrior plus a single Weapon Training Bonus of 4 points with the short sword. His Combat Factor is thus **29** $\{[(2 \times 6) + 11 + 11] / 1.5\} + 4 + 2 + 0 + 0$.

16.4.1. Occupational Modifier

This is a factor which represents the fact that certain characters who belong to the more martially oriented occupations will, due to basic training and specialization, possess a better fighting ability than others. For example, a warrior will always be better at hand to hand combat than a magic user of equal level, because he or she will use free time for practice at arms while the magic user is researching spells, incantations, and so on.

The Occupational Modifiers for different professions and character classes are as follows. Note that for purposes of Combat and Missile Factor calculation, a character's **primary** occupation governs which Occupational Modifier applies.

Profession	Occupational Modifier
Magic-user	3
Merchant*, sage, alchemist, cleric**	2.5
Thief, assassin	2
Warrior, ranger, creature***	1.5
Martial artist	1

Notes

* This category includes most non-martial and sedentary character types such as townsmen, bartenders, peasants, and so on.





** A Warrior-Priest(ess) devoted to one of the Gods of War (shining *Væran* Ro'sènnpâdr, stern *Virya* Tiryé-Habéla or fearsome *Væran* Rssà-Urutàngk, or to a demigod or demon loyal to one of the abovementioned Gods), counts as a warrior for these purposes and has an Occupational Modifier of "1.5". In order to qualify for this benefit the character in question has to be actively pursuing a career as either a temple guard or as a soldier in one of the Religious Fighting Legions (see Strategic Telostic Campaign) supported by the character's Temple; in other words, a purely ritual, non-fighting priest of *Væran* Ro'sènnpâdr, *Virya* Tiryé-Habéla or *Væran* Rssà-Urutàngk would have a regular cleric's Modifier, not that of a warrior.

In the absence of other background information, the Referee may assume that roughly 25 to 35 per cent of the priesthoods of the martial religions in modern Roctien would qualify as true warrior-priests for these purposes (with the rest undertaking the same types of duties as would be true of any other religion), although, of course, even the ritual priests of the martial Temples would have a degree of familiarity with weapons and personal combat significantly greater than would most other Temples.

*** This category includes creatures whose species supersedes or makes irrelevant considerations of profession; for example, a non social *Chàngalà* or *Enhù'uv* would use this Occupational Modifier.

The special Modifier of a Martial Artist applies only to Martial Artists who are using their "natural" body weaponry (i.e. hands and feet); otherwise, a Martial Artist uses an Occupational Modifier of "1.5".

Once the division according to the character's Occupational Modifier has been made and the result found, the result is added to the following factors.

16.4.1.1. Level Modifiers

A "Level Modifier" represents the fact that characters who have gained experience and expertise have an advantage in warfare and fighting, if only due to having seen many other characters sent "to their maker" in the past! A Level Modifier is added each time a character progresses upwards in Experience Level in his or her **primary** occupation (only), and it applies whether or not he or she is using an artificial weapon. For example, a merchant character who has just earned enough Experience points to progress from the seventh to the eighth Experience Level as a merchant would receive a Level Modifier. Note that the first Level is counted, for these purposes, so that a Level I character automatically starts play with one Level Modifier. There is no limit on the number of these points awarded.

The Level Bonus awarded varies with occupation, as follows:

Profession	Level Modifier
Martial Artist	3.5
Assassin	3
Creature	3
Warrior, Ranger	2
Thief	1.5
All Others	1

Notes

-A "Creature" is a *Chàngalà*, *Enhù'uv*, etc.
-"All Others" includes Clerics, Magic Users, Merchants, and all other occupations not covered under one of the other categories.
-Level Modifiers are cumulative; for example, a warrior character who has just advanced to the fifth fighter/warrior Experience Level would have a "10" Level Modifier, since he or she has five Experience Levels and thus (5 x 2) Bonus points.

16.4.1.2. Weapon Training Bonus

A Weapon Training Bonus is given to a character who, through the course of play has indicated successful completion of the preconditions for gaining a combat related skill. Basically, this involves the character purchasing a Level of the "Weapon Training" skill as described under "Skills and Abilities" (except with respect to "natural" or missile weapons, for which a character must purchase a Level of Unarmed Martial Arts Training or Marksmanship respectively).

These preconditions include the following:

-The character must expend the required number of Experience Points (see "Professions and Skills") to complete the training.

-The character must be able to complete whatever tests, pay whatever fees, and otherwise comply with whatever regulations the training establishment may require. For example, a character who desired to become more proficient with the use of his or her sword might apply for training at the local Mercenary's Guild, in which case he or she would have to pay whatever fees the Guild charged.

-The character must devote one game week x skill cost in Experience Points to training with the weapon indicated.

A character may only acquire **one** (only) Weapon Training Bonus per Weapon/Attack Type per Experience Level. This includes the character's first Experience Level (Level I). For example, a character *could* gain a Weapon Training Bonus for expertise gained with the use of a shortsword and then could go on and gain a Weapon Training Bonus for the use of a mace, even if he or she gained both Bonuses while at the same Experience Level. He or she could **not**, however, gain a second Bonus with the shortsword while at the same Experience Level. Except as otherwise ruled by the Referee, a given character may **never** gain a number of Weapon Training Bonuses for the use of any single artificial weapon in excess of the following allowance:

Profession	Artificial Weapon Bonuses Allowed
Magic User	8
Merchant	10
Sage	10
Cleric/Priest*	11
Alchemist	10
Thief	12
Martial Artist	12
Warrior, ranger	15
Assassin	15
Creature	20

* A Warrior-Priest(ess) devoted to one of the Gods of War (shining *Væran* Ro'sènnpâdr, stern *Virya* Tiryé-Habéla or fearsome *Væran* Rssà-Urutàngk, or to a demigod or demon loyal to one of the abovementioned Gods), counts as a warrior for these purposes, subject to the restrictions noted above.

An "artificial" weapon is here defined as one which is not normally part of a character's body, at birth. For example, the forelegs of a *Mònat'tà* are *not* artificial weapons while swords, clubs, etc. **are**. Using only its own innate body weaponry (that of a human being consisting of hands and feet, for example), a character can gain an **unlimited** number of Weapon Training Bonuses. Using artificial weapons, however, a character can never progress beyond a certain point. For example, according to the above allowance and that below, a magic-user could *never* gain more than **16 (sixteen)** Weapon Training Bonus points with any given artificial weapon.

When Weapon Training Bonus points are awarded, they apply **only** to the weapon type for which they were gained. For example, a Weapon Training Bonus which a character gained for proficiency with a shortsword would only raise the character's Combat Factor when using the shortsword. The Referee **may**, at his or her discretion, award a partial carry-over effect, when a character attempts to use a different weapon that is substantially similar to the weapon for which the training was originally completed. For example, a character trained on a shortsword likely *would* have some consequent ability to use a longsword, but would probably *not* have carry-over skill with a different type of edged weapon such as a two-handed sword or polearm. For purposes of determination, the character's **primary** occupation is used, regardless of whether he or she may have a more favourable secondary or tertiary occupation.

Weapon Training Bonus points are awarded according to the following schedule:





Profession	Artificial Weapons	Natural Weapons	Missile Weapons
Magic User	2	3	1
Merchant	3	4	1
Sage	3	4	1
Cleric*	3	4	1
Thief	3	4	2
Warrior, ranger	4	4	2
Assassin	4	4	2
Martial Artist	3	6	2
Creature	2	5	1

* A Warrior-Priest(ess) devoted to one of the Gods of War (shining *Væran* Ro'sènnpàdr, battle-hardened *Virya* Tiryé-Habéla or fearsome *Væran* Rssà-Urutàng, or to a demigod or demon loyal to one of the abovementioned Gods), counts as a warrior for these purposes, subject to the restrictions noted above.

Note

"Artificial Weapons" refers to the bonus given for artificial weapons such as a club or sword; "Natural Weapons" refers to the bonus given for natural body weapons such as hands and feet, while "Missile Weapons" is a Marksmanship bonus given for training with missile weapons and is added to the character's Missile Factor (see below).

16.4.1.3. Magic Bonus

This is the effect that the use of a magical or enchanted artificial weapon will have on the character's Combat Factor. Most non-cursed magical weapons will simply add a variable number of points on to the character's regular Combat Factor. For example, a character who otherwise would have a Combat Factor of "13" would, when using a magical sword with a Magic Bonus of "+4", raise his or her Combat Factor to "17". Some enchanted weapons also possess a "Plus to hit". This is a modification which increases the Success Threshold, in other words the number the weapon user needs to roll on the percentage dice in order to score a strike upon an opponent in Melee Combat (See "Melee Combat").

There are a few enchanted weapons which actually make it *harder* to strike opponents (i.e. which *reduce* the strike Success Threshold) and which subtract from the user's Combat Factor; usually, these items are cursed and must be removed by means of magic or blessings in order to be discarded.

16.4.1.4. Weapon CF (Difficulty) Modifier

This is a number, usually a subtraction, which represents the fact that some types of artificial weapons are more difficult to use in combat than others. For example, a two-handed battlesword (CF Modifier of "3") is more difficult to use than a light club (CF Modifier of "+3"). The CF Modifier of a weapon is added to (or subtracted from) the character's Combat Factor after all other normal modifications have been factored in. If, as a result of the CF Modifier or other discretionary factor, the character's Combat Factor would fall below "1" (one), the weapon cannot be used by the character.

16.4.1.5. Strength Requirement

Some weapons, because of their size and/or weight, can only be used by characters with greater than normal upper body strength. This does not mean that a less strong person could not pick the weapon up off the ground or perhaps cut a rope with it; however, it would be hazardous for such a character to wield the weapon effectively in battle. Thus, before a weapon can be used, compare the Strength Requirement with the character's Strength score:

- If the Strength score is *equal to or better* than the Strength Requirement, the character can use the weapon with no penalties.
- If the Strength score is *less than the Strength Requirement but more than two-thirds (66%) of the weapon's Strength Requirement*, the character can use the weapon but in doing so his or her Combat Factor is **halved**.
- If the character's Strength score is *less than two-thirds of the weapon's Strength Requirements*, it cannot be used at all in combat and can only be used with difficulty for other purposes.

16.4.1.6. Dexterity Requirement

Some weapons, because of their complicated or finely coordinated operation, can only be used by relatively dexterous characters. Thus, a character must have a Dexterity requisite score at least equal to the Dexterity Requirement of any weapon type which he or she wishes to use in the same manner as with the Strength Requirement. Note that wearing protective gauntlets affects a character's effective Dexterity score, and might thus prohibit the use of some weapon types that might otherwise be allowed.

16.4.1.7. Modified Weapon Use Restrictions

Under some circumstances, the Weapon CF Modifier and other use restrictions can be greater or lesser than their normal values. This is most often found when a character wishes to use a "doubled" weapon combination (i.e., when he or she tries to use more than the normally recommended number of weapons for his or her species; for example, a human character trying to use a sword in each hand).

In this case the Weapon CF Modifiers of all weapons concerned are added together and subtracted in the normal manner. The Strength and Dexterity Requirements are likewise added to a cumulative total in each category. If the Requirements so derived ever exceed the character's, effective Strength or Dexterity requisite scores in the relevant category, then the "doubled" weapon combination in question **cannot** be used.

16.5. Missile Factor

The Missile Factor, or "MSF" for short, rules how likely a character is to hit an opponent by missile fire, for example a bow and arrow, a thrown stone, a thrown dagger or even a *Thunderbolt* or other aimed, long distance magical projectile. It should be noted that accuracy is much more important with some missile attacks than with others—being missed by even an inch is crucial when being attacked by a crossbow bolt, but will make little difference if attacked by a *Fireball* that detonates close enough to blast the victim into tiny bits. Generally, a roll "to hit" must be made on the Missile Fire Resolution Table whenever the weapon used in combat will not be directly connected to the attacker when it hits.

A character's Missile Factor is determined by a formula, as follows:

$$\{[(2 \times \text{Vision}) + \text{Dexterity}] / \text{Occupational Modifier}\} + \text{Missile Training (Marksmanship) Bonus} + \text{Missile Launcher Weapon (and/or Projectile) Magic Modifier} + \text{Missile Launcher Weapon MSF Modifier}$$

These components of the Missile Factor are as follows:

Vision: This is the character's Day, or Night, Vision score (as appropriate). Note that in some cases, a character with special visual abilities—for example, the ability to see in the infra-red or ultra-violet bandwidths of the electromagnetic spectrum—may have a different effective Vision score for purposes of missile targeting, than he or she will have for other purposes, for example movement. This should be taken into account when calculating the character's MSF in these circumstances.

Dexterity: This is the character's Dexterity score. Wearing protective gauntlets will reduce a character's MSF in much the same way as it will his or her Combat Factor.

Occupational Modifier: This is identical to the Occupational Modifier used in the determination of the character's Combat Factor (see above).

Missile Training ("Marksmanship") Bonuses: These are similar to Skill Bonuses awarded for weapons used in Melee Combat, and have the same requirements. However, the following rules apply to Missile Training Bonuses affecting missile weapons:

- There is **no** Level Modifier awarded for the use of missile weapons.
- A character may gain up to **two (2)** Marksmanship Bonuses per Experience Level for the use of one particular type of missile weapon, up to the limit noted immediately below.
- Regular occupation-based restrictions on the maximum number of Marksmanship Bonuses a character can have apply in exactly the same way as for the Combat Factor. For example, a magic-user could never gain more than eight Training Bonuses with any one type of missile weapon, just as he or she could never gain more than eight with (say) a shortsword. Marksmanship Bonuses are awarded according to the following schedule:





Profession	Missile Training (Marksmanship) Bonus
Assassin, martial artist	3
Warrior*, ranger, creature	2
Thief	2
All others	1

* A Warrior-Priest(ess) devoted to one of the Gods of War (shining *Væran* Ro'sènnpàdr, stern *Virya* Tiryé-Habéla or fearsome *Væran* Rssà-Urutàngk, or to a demigod or demon loyal to one of the abovementioned Gods), counts as a warrior for these purposes, subject to the restrictions noted above.

Magic Bonuses: There are two types of Magic Bonuses for missile weapons:

-Those which affect the Missile Factor of the weapon firing a projectile (for example a crossbow), and
-Those which affect that of the projectile itself (for example the bolt which the crossbow fires).

These are cumulative. Thus, an arrow with a Magic Bonus of "+4" would, when fired from a longbow which itself had a Magic Bonus of "+3", have a total Magic Bonus of "+7".

There are also a very few enchanted missile weapons, both projectors and projectiles, which possess other powers ranging from the ability to strike a particular enemy type no matter what the MSF (rather like a "guided missile") to the ability to slay any enemy upon penetration. As is the case with Melee type weapons, some missile weapons are magically cursed and require magical intervention to be discarded.

Example of Missile Factor Calculation

Pètron the Level I warrior is preparing for a Missile Combat in the daytime. He has a Day Vision score of 11; his Dexterity requisite is also 11. He is not wearing gauntlets and has chosen a non-magical composite bow as his primary missile projector (Pètron would have chosen a longbow, but that weapon has a minimum Strength requirement of 14, three points over his Strength score of 11.). Pètron's Occupational Modifier is 1.5, since he is a warrior, and he has a single Marksmanship Bonus of 2; the composite bow's Weapon MSF Modifier is 0 (no effect on the user's ability to hit a target with it).

Pètron's Missile Factor, for purposes of Missile Combat in the daytime, is therefore $24 \{[(2 \times 11) + 11] / 1.5\} + 2 + 0 + 0$.

Editorial Note

Players and Referees new to *Shakhàn* should note that missile fire can be deadly, largely because of the possibility of a critical hit caused by a missile strike on an unlucky character— as King Harold of the Saxons, who took a stray arrow in the eye at the Battle of Hastings in 1066, would undoubtedly attest.

16.5.1. Weapon MSF Modifier

This affects a character's MSF in exactly the same way as the Weapon CF Modifier affects the character's Combat Factor except as follows:

-Even if a missile weapon's MSF Modifier would reduce the character's MSF to below "1", it may *still* be used; in other words, a character **may** elect to have a negative MSF. (He or she will simply have a relatively poor chance of striking even large, stationary targets.) This contrasts with the calculation of the Combat Factor, because a character can never voluntarily reduce his or her CF to below "1".
-Missile weapons are listed with Strength and Dexterity Requirements as are Melee type weapons; these Requirements must likewise at least be equaled by the character's Strength and Dexterity requisite scores, or the Missile weapons can be used at a severe penalty as described above.
-Almost all missile weapons require the use of **two** separate manipulative limbs (e.g. arms) to be loaded, aimed, and fired. Therefore, it is usually impossible to use a "doubled" missile weapon combination in the same way as a "doubled" Melee weapon. For example, one can fight with a shortsword in each hand, but cannot use a crossbow in each hand. This does not apply in a few rare cases; for example, it would be possible to hold a throwing dagger in each hand and throw two or more in sequence, albeit at some expense in accuracy.

Each time a character attempts to strike another with missile fire, a check is made against the Missile Fire Resolution Table to determine the "to hit" number. This is essentially a cross-index of the height and size of the target compared to the distance between it and the missile firer. The firer's final MSF is then added to the basic "to hit" number producing the final "to hit" number: this is the score which must the firer must score equal to or under on the percentage dice for the projectile to strike its intended target. If a strike is indicated, a check for both the body area of the strike and penetration of armour must then be made.

Although missile weapons may be fired at almost any point if they have previously been loaded or strung, a serious accuracy penalty is incurred if they are fired while moving.

16.5.2. Reloading Missile Weapons

An empty missile weapon can only be reloaded while the character is playing a "G" (Non-Melee Actions) Combat Tactic. The amount of time in Action Points needed to load depends on the type of weapon:

Weapon	Reload Time (# of Action Points Required)
Thrown Stone	2
Dagger, etc.	3
Large Weapon	4
Magic Projectile	1*
Standard Bow	6
Sling	5
Crossbow	8
Complex Weapon	10

* Not counting time required to actually prepare the spell that generates the projectile.

Any character struck in Melee Combat by a blow which does damage of any sort, or which causes a loss of Tactic Cards while loading a missile weapon loses **all** the Action Points spent "loading".

16.6. FPR (Fatigue Point Reserve)

This is an important combat related factor, because it governs the length of time a character can engage in strenuous activities such as Melee Combat, running away from hostile creatures, attempting to bend bars in a jail cell, etc., before he or she begins to tire and weaken. Combat tactics expend Fatigue at the following rates:

- **Three (3)** points for a "Berserk" attack;
- **Two (2)** points for an "Aggressive" attack;
- **One (1)** point for a "Cautious" attack;
- **One-half (0.5)** point for a "Parry" and
- **Zero to one** points for other actions.

16.7. BDR (Body Damage Reserve)

This factor is all important to a character in *Shakhàn*, for it shows how much cumulative damage to body tissue he or she can receive and still survive. Each time a blow is judged to strike the character and do damage (e.g., if it penetrates his or her armour), a variable number of "Damage points" are subtracted from the character's BDR score.

- If a character's BDR score is reduced to 0 (zero) points remaining, a coma with a 10% per hour chance of death ensues.
- If the BDR score is ever reduced **below** zero, the character is **dead**.

Note that there are several other ways that a character can succumb, even if he or she has one or more BDR points remaining; for example, a character can die due to special damage done by a Critical Hit, or by Bleeding (see below).





16.8. Movement Allowance

This factor regulates how quickly a character in *Shakhàn* can move and perform actions. This is primarily of importance to actual movement, but it also governs how many discrete actions— in terms of the number of Action Points (see below) each procedure requires— can be performed in a given amount of time. A character's Movement Allowance is quantified in terms of the distance (in metres) he or she can move in a single Melee Round. It is determined by the following formula:

$$[(\text{Adjusted Agility} + \text{Strength}) / 3] + (1 \text{ for each } .5 \text{ metre in character's Height or body length, rounding fractions down})$$

For example, Chèkros the *Bèlli* warrior is 1.7 metres tall, has an Adjusted Agility score of 10 and a Strength score of 11. Chèkros' normal Movement Allowance is thus **10** $[(10 + 11) / 3 = 7 \text{ plus } 3 \text{ for the } 1.7 \text{ metre height}]$.

A character's Movement Allowance (and Action Point allowance) is often, but not always, equivalent to how far he or she can physically travel in one move on the Tactical Display: this is because the basic Movement Allowance can be affected by the Tactic Card in play (see below).

16.8.1. Encumbrance Allowance

A character's "Encumbrance Allowance" is equal to 25 per cent of his or her weight. A character may bear burdens up to his or her Encumbrance Allowance without additional penalty. Thereafter, for each additional 25 per cent of his or her original weight (round fractions up to the nearest 25 per cent) a character carries while moving, his or her Movement Allowance is **halved**.

For example, a character whose normal weight was 50 kg, and whose normal Movement Allowance was "10".. could carry up to 12.5 kg., without penalty. If he or she attempted to carry 25 kg. of weight, he or she would have only **five (5)** Movement points in his or her Movement Allowance rather than the usual ten.

Note that the weight of any armour a character is wearing, as well as the weight of his or her backpack or weapons, **does** count against the character's Encumbrance Allowance and therefore his or her Movement Allowance and Action Point reserve.

16.9. How to Perform Melee Combat

Combat is carried out in a sequence of Phases, the totality of which represent one complete "*Melee Round*". A Melee Round equals approximately five (5) seconds of game time; it is divided into five (5) "*Melee Pulses*", each of which represents one second of game time.

Although the actual resolution of a Melee Combat can be complex due to the wide range of actions available to characters, its basic structure is quite simple and can be outlined as follows:

1.Both sides, subject to the limits of communication within each party, decide what their characters will attempt to do (attack, retreat, parry, cast a magic spell, etc.), and then write down this decision for future verification.
2.Both sides move; if hostile characters come within striking distance (ordinary, missile or magical as the case may be) of each other, the Combat Resolution dice are rolled to see if a combatant has been struck or damaged.
3.If a character has been damaged or harmed, the Referee assesses damage effects (including death) to that character immediately.
4.The final positions of all characters are noted, reference sheets are brought up to date, and play carries over to the next Melee Round.

16.9.1. Combat Tactic Cards

There are **seven (7)** different types of Tactic Cards that a character may normally play within the context of a Melee Combat in *Shakhàn*. Their characteristics are as follows:

Card	Name of Tactic	Details and Description	Action Point Award	Fatigue Point Cost
A	Berserk / All-Out Attack	Greatly increases chance of striking opponent, at cost of totally leaving self open to counter attack	2 x normal Movement Allowance; must move <i>toward</i> opponent	3
B	Aggressive Attack	Somewhat increases chance of striking opponent, at cost of partially lowering own defenses	1.5 x normal Movement Allowance; must move <i>toward</i> opponent	2
C	Cautious / Normal Attack	Ordinary chance of striking opponent, but own defenses at full effect	1 x normal Movement Allowance; must move <i>toward</i> opponent	1
D	Parry / Defend	Cannot attempt to strike opponent, but give maximum chance of avoiding enemy attacks	1 x normal Movement Allowance, but may not move at all, other than to pivot or turn	0.5
E	Cautious Retreat	May only attempt to strike opponent who attacks first; own defenses at full effect	1 x normal Movement Allowance; must move <i>away from</i> opponent	1
F	Rout / Fast Retreat	May not attempt to strike opponent; own defenses at reduced effect	2 x normal Movement Allowance; must move <i>away from</i> opponent	2
G	Other / Non-Combat Actions	May not attempt to strike except by missile or magical attacks; this tactic is used when casting spells, etc.	1 x normal Movement Allowance; may move in any direction	1*

* Plus whatever Fatigue cost might be incurred for the non-combat activity being undertaken.

16.9.2. Tactic Attack / Defense Interpretation

The following rules govern how the different Tactic Cards should be interpreted:

-When playing an "*Attack*" Tactic Card, the character in question must move **towards** any enemy character and attack (attempt to strike), if possible.
-When playing a "*Retreat*" Tactic Card, the character in question must move **away** from the enemy, if possible.
-If using the "*E*" Card, the Retreating character may **only** attack an enemy he comes within range of if the enemy attacks him; if under the "*F*" card, he or she may not attack at all.
-A character using more than one Tactic Card in a given Melee Round is obligated to act in accordance with whichever Card is *currently* in effect. For example, a character allowed two Cards per Melee Round might decide on a "hit and run" strategy by first playing a "C" and then an "E" Card. While the "C" Card (the first to be played) is in effect, the character must move towards the enemy and attack. While the "E" Card is in effect, the character must move away from the enemy.





-A character having played more than one Tactic Card gets the number of Action Points (movement abilities) commensurate with the **best** Tactic Card played. For example, if a character played both the "E" and "C" Cards in a single Melee Round, he or she would gain **only** the Action Points commensurate with the "E" Card– not *both* the "C" and "E" Cards. If the character had decided to play his or her two Cards in reverse order, then he or she would first have had to have moved away, then would have had to move closer and attack.

The Referee should give broad leeway, within the context of each Tactic Card, as to what *exactly* a character will do in Melee Combat. For example, two characters might both play the "B" (Aggressive Attack) Tactic Card, but the first, being a martial artist, might use it to perform a flying drop kick, while the second, being a thief, might attempt to "backstab" his or her opponent.

16.9.3. Unmatched Tactic Card Penalty

A character against whom an "attack" Tactic Card such as Cards "A", "B" or "C" is being played, is considered to be playing the "G" (Non-Melee Actions) Tactic Card, if he or she cannot "match" the Tactic Card being played against him or herself.

Example

Arlon the warrior has a Tactic Card Allowance of "1" and is in a Melee Combat against two opponents, Bailor and Colath, each of whom also have a TCA of "1". Arlon decides to play the "C" (Cautious Attack) Tactic Card against Bailor in the current Melee Round. Bailor, meanwhile, decides also to play the "C" Tactic Card against Arlon, while Colath, himself unattacked, decides to play the "B" (Aggressive Attack) Card against Arlon. In this case, when Arlon and Bailor resolve their attacks on each other, each character can match the Tactic Card being played against himself with a Tactic Card. However, when Colath attacks, Arlon has now exhausted his Tactic Card Allowance for the current Melee Round, so he is considered to be playing the "G" (Non-Melee Actions) Tactic Card, for purposes of Attacking and Defending Modifiers.

Editorial Note

As a check of the Combat Resolution charts will attest, being attacked by someone whose Combat Tactic Card you cannot match, is an excellent way to be struck and crippled or killed. For this reason, only the most experienced or agile characters will survive long in Melee Combats against superior numbers of even moderately skilled opponents.

16.9.4. Action Points

Action Points regulate the ability of characters to move, attack, defend and perform other maneuvers within Melee Combat.

-Characters **gain** Action Points by comparing their standard (normal) Movement Allowances with the Tactic Card they have played for the current Melee Round. For example, a character whose normal Movement Allowance was "5", would have **ten (10)** Action Points available if he or she played the "A" (Berserk Attack) Tactic Card.
-Characters **expend** Action Points as they move and fight. For example, a character must normally expend one (1) Action Point to enter a 1 metre x 1 metre square (or hexagon, if hexagonal maps are being used) on the Tactical Display.
-If a character can play more than one Tactic Card in the current Melee Round, the number of Action Points he receives is that given by the Card which would give him the **most** Action Points. Action Point awards are **not** added together if more than one Card is played; a character gets no more Action Points if he plays two Tactic Cards than if he plays only one. For example, if a character played first the "D" (Parry) Card, and then the "A" (Berserk Attack) Card, he would get 2 x his Movement Allowance in Action Points for the current Melee Round, no more, no less. The actual order in which the Cards will be played is irrelevant.

After the players have determined how many Action Points their characters will have to spend in the upcoming Melee Round, they divide their Action Point awards by **ten (10)** to determine how many Action Points they may spend on normal movement per Melee Pulse (see below). It **is** possible to get a fractional result; this means the character involved will be able to move less than a full metre (1 hex/square) in one Melee Pulse.

Action Points do **not** normally (*exception*: see below) accumulate from Melee Round to Melee Round, nor from Pulse to Pulse in the case of Pulse Action Point Allowances. A character who normally moves at a maximum speed of 1 metre per second cannot stand still for 10 seconds and then move 10 metres in the next second.

The one exception to this is in cases in which a character performs a complicated action, such as loading a crossbow or casting a spell, which requires more Action Points than are normally available to the character in a given Melee Round or Pulse. In such cases, the character may initiate the action with insufficient Action Points and then wait until he or she has accrued enough Action Points to finish it. Player characters will find it advisable to do some of this book-keeping ahead of time so that they do not have to redo it for each Melee Combat.

The following table gives a list of the more common Melee Combat-related activities, along with their Action Point costs.

Activity	Action Point Cost
Move forward one metre on regular or stable terrain	1
Move backward one 1 metre on regular or stable terrain	2
Move forward one 1 metre on poor, blocked or unstable footing	2
Move backward one 1 metre on poor, blocked or unstable footing	4
Pivot up to 90 degrees in one's own square	1
Pivot up to 180 degrees in one's own square	2
Leap or jump forwards	1
Leap or jump backwards or sideways	2
Strike an opponent with body weaponry (e.g. a punch or kick)	0.5
Strike an opponent with a weapon	1
Dodge a blow	1
Climb up 1 metre	4
Climb down 1 metre	2
Duck	1
Grab hold of something within reach	2
Leap or jump up	2
Drop an item being carried	1
Pick up an item within reach	3
Discard a piece of armour, clothes being worn	4
Put on a single piece of armour, clothes	6
Cast a magic spell	5
Load a missile weapon	6
Aim a missile weapon	2
Fire a missile weapon	1
Throw a projectile	1
Shout up to five words aloud	1
Read a one-sentence written message	4
Unstop or unscrew the lid of a bottle	4
Take one dose of liquid from a bottle	3
Use a fire source to set something afire	6
Cut a rope or other restraint	4
Other or miscellaneous actions	1 to 10 as ruled by Referee

A character may **never** expend more Action Points than he or she has remaining.





Under normal circumstances, the Referee should not allow players to "combine" actions by paying Action Points for two or more different actions at the same time: e.g., a character might *either* load a missile weapon *or* run in a given Pulse, but he should not be allowed to do both together and pay both Action Point costs off incrementally. If a character insists on trying this type of manoeuvre, an appropriate way of handling it would be to force a Saving Throw at (Agility + Dexterity) x 2.5 DMod; a failed check results in the character stumbling and falling prone, losing all the Action Points he or she had intended to expend on the combined actions.

16.9.4.1. Mid-Action Attacks

If a character is in the process of performing a non-melee action is attacked by any means (spell, 'normal' physical attack, missile, or what have you), he or she is considered to be playing the "G" Combat Tactic Card for purposes of strike chances. In most cases, this will be the Card he or she will be playing anyway, since most of these actions can only be initiated under the "G" Tactic Card.

In such a situation, the character being attacked has two options:

- he or she can partially defend himself, in which case, the action he was undertaking is ruined and must be completely restarted; or
- he or she may voluntarily decide to ignore the attack, in which case, he or she counts as a "Prone / Helpless Target" for strike determination, in addition to the normal "G" Tactic Card penalties.

If the attack succeeds or strikes the character being attacked, whether or not the latter's armour was penetrated, there is a 77 to 99 per cent chance (2D12 + 75) that the action will be spoiled regardless of the character's own decision. If the result of the attack includes an "unbalanced" result indicating that the victim was knocked flat, the action is spoiled automatically.

16.9.5. Communication During Combat

Communication between characters when deciding strategy is **not** unlimited, because there is only a very short time in which they can blurt out whatever they want to say. Players are limited to **one (1)** sentence they may say to other players, unless they wish to play the "G" Tactic Card, in which case they may only play that **one** card in the current Melee Round, but may give instructions of up to **three (3)** sentences of normal length. For these purposes, a sentence of "normal" length is **eight (8)** or fewer English words. For other rules regulating this type of activity see "The Decision-Making Interval" in the Introduction/Basic Concepts rules section.

If a character playing the "G" Tactic wishes to use it to cast a spell with a spoken incantation or component, then the Referee must use his or her discretion in deciding how many communicative sentences the player will be allowed on top of the incantation; generally speaking, this will be from 1D4 short phrases.

16.9.6. Morale Checks

When a Morale Check is called for in *Shakhàn* (usually as a result of being injured in or losing a Melee Combat Resolution, although occasionally because of magical effects), the following procedure is used to determine the results:

The basic Success Threshold needed for a character to "pass" a Morale Check – in other words, to **not** to run away, grovel and beg for mercy, etc., is as follows:

(Willpower score x 5 DMod)

Where it is not otherwise listed, the effective Willpower score of a monster or creature for Morale purposes can be approximated as follows:

Ordinary, higher animals (a bear, lizard, etc.)	(Level + 3D6)
The <i>Brhà</i>	(Level + 3D6)
Slimes, jellies, gaseous creatures	(Level + 2D6)
Insects	(Level + 3D8)
Plants, the <i>Mêm-Uhùryo</i>	(Level + 3D10)
Demons	(Level + 4D10)
Other animals	(Level + 2D10)

The following modifiers apply to a Morale Check taken in a combat situation:

Each primary occupation† Experience Level (or creature Level if a monster)	-1
Each other Experience Level (secondary and tertiary†) possessed by checking character	-0.5
Character is a religious warrior devoted to one of the 3 Gods of War	-10
Character is a regular or mercenary warrior	-5
Character is a non-combatant type such as a servant, slave, peasant, child etc.	+10
"High-Elite" or "Bodyguard"-Grade military warrior*	-32
"Elite"-Grade military warrior*	-16
"Prime"-Grade military warrior*	-8
"Superior"-Grade military warrior*	-4
"Standard"-Grade military warrior*	-2
"Militia" or "Civic Guard"-Grade military warrior*	0
Fighting a hated religious, ethnic or other opponent	-7
Character's first "serious" combat experience	+10
Each 10 per cent of own BDR points and/or 30 per cent of own Fatigue Points (cumulative) lost compared to normal maximums	+5
Fighting the <i>Brhà</i> or <i>Mêm-Uhùryo</i>	+10
Own party is losing the battle badly (Referee discretion)	+10
Own party is winning the battle (Referee discretion)	-10
Own party has been ambushed or attacked suddenly without warning	+5
Fighting in the dark or unable to see or otherwise perceive the opposition	+20
Own party has a significantly better ability to use magic than other	-5
Other party has a significantly better ability to use magic than own	+10
Own party has an appropriate vision mode (e.g. infravision) unavailable to other	-5
Own party is arguing or otherwise divided, quarreling over objectives, etc.	-15
Own party is using a light source in the dark; other party is not	-30

† For example, a character with a primary Level of 3 as a warrior, a secondary Level of 2 as a thief and a tertiary Level of 1 as a cleric, would have a modifier of "-4" for purposes of Morale Checks (fractions are rounded down).

* These Grades of military warriors are included for compatibility with *Strategic Telostician Campaign* and may be ignored by mutual agreement of the players and Referee; as an approximation, however, each "Grade" is equal to about **three (3)** "warrior" Experience Levels, in terms of the types of warriors who would fit into each category. Note that this applies only to warriors who are in the army; it does **not** apply to mercenary or "amateur" fighter characters.

The results of a Morale Check are denoted below.

-If the result of the dice roll is more than 30 points over the Success Threshold, or is more than **twice** the final Success Threshold, it counts as **Completely Demoralized**: The character has been completely unnerved and will do anything to appease or placate the enemy; he or she is not thinking rationally and will run in terror, and if cornered will "give up" and "beg for mercy". The character will run away from the scene in the most apparently safe direction, and will continue doing so for 1D20+5 game minutes. There is only a 10 per cent chance that he or she will later return to the scene of the conflict to see what happened, if possible.
-If the result of the dice roll is between 21 and 30 points over the Success Threshold, it counts as **Demoralized**: The character's morale has broken and he or she is thinking only of self-preservation. The character will run away from the scene in the most apparently safe direction, and will continue doing so for 1D12+5 game minutes. There is a 20 per cent chance that he or she will later return to the scene of the conflict.





-If the result of the dice roll is between 11 and 20 points over the Success Threshold, it counts as **Partly Demoralized**: The character's instinct for self-preservation has taken over, although he or she is still giving minimal thought to the implications of running away; he or she will run away from the scene in the most apparently safe direction, and will continue doing so for 1D10+3 game minutes. There is a 40 per cent chance that he or she will later return to the scene of the conflict.
-If the result of the dice roll is less than 10 points over the Success Threshold, it counts as **Shaken**: The character is thinking seriously of escape and will begin to edge away from the scene of battle, in as non-obvious a way as possible. If confronted, he or she will probably angrily deny that he or she was planning to desert. The character has a 60 per cent chance of later returning to the scene of the battle, if this can be done without undue risk.
-If the result of the dice roll is equal to or under the Success Threshold, but not more than 20 points under it, it counts as **Steady**: The character stays in the fight and obeys orders, as long as these are not suicidal.
-If the result of the dice roll is between 21 and 30 points under the Success Threshold, it counts as **Determined**: The character fights with a grim determination, regardless of other factors (but will still not act suicidally or against common sense); he or she is exempted from the next Morale Check required as a direct result of the current Melee (only).
-If the result of the dice roll is more than 30 points under the Success Threshold, it counts as **Fanatically Determined**: The character, for whatever reasons, has either voluntarily or otherwise over-ridden his or her normal instincts of self-preservation; he or she will "fight to the death" if necessary and is exempted from **all** further Morale Checks called for as a result of the current Melee. (Note that a Morale Check might still be required by some other agency, for example the appearance of a Demon, etc.).

16.9.7. Principles of Movement

Except with certain unusual types of creatures (a slime for example) a character using normal movement may only move **forward** into a hex/square in his or her Strike Zone (see below). Otherwise, he or she must pivot and face into the direction in which he or she wishes to move. Characters may always pivot any number of hexsides at a cost of all their Pulse Action Points.

All characters of the side moving first are moved however far they are able and willing to go, Pulse by Pulse; then, all the characters the side moving second perform their moves. Movement is considered to be continuous and simultaneous. Although it is usually permitted not to move a character at all during a given Pulse, neither side can have its characters "wait" to see what the other side's individual characters will do. In other words, "conditional" move orders are prohibited.

16.9.8. Pulse Movement Allowance

The Pulse Movement Allowance is the maximum number of Action / Movement points that may be expended for purposes of normal movement such as running, flying or crawling. It is determined by calculating the total number of Action Points available to a character in the current Melee Round and dividing by "5" (giving, in effect, the character's speed in metres per second). Note that a character may not want to use his or her entire reserve of Action Points for movement, particularly if he or she intends to expend Action Points for other purposes. A character *may* end up moving more than one hex or square per Pulse, if he or she has a high Pulse Movement Allowance.

Some actions, particularly casting spells and loading missile weapons, require the expenditure of more Action Points than a character may have in his Pulse Movement Allowance. This is permitted; in such a case, the character will simply have no Action Points available for however many Pulses it takes him to "accrue" the number of Action Points needed to complete the action. The action may not be triggered until the required number of Action Points have actually been expended, so the character will for a time simply be standing in one place performing it.

In initiating martial arts maneuvers, a player may be required to exceed his or her Pulse Movement Allowance, in terms of how many Action Points the maneuver requires to perform. This is permitted, but the more Action Points a character spends on maneuvers, the fewer he or she will have left over for regular movement. Like any other complicated action, a martial arts maneuver can be spoiled by an attack on the martial artist in mid-maneuver.

16.9.9. Initiative

Initiative is defined as follows: the ability of the side with Initiative to partially anticipate the movements of the other side, and to strike first in individual man to man attacks. There are many modifiers to the dice roll on the Initiative Table, having to do with surprise, darkness, size of each party, etc. If one side is awarded Initiative, then **all** of its characters are assumed to have Initiative, regardless of their individual situations.

Except where some new factor such as a morale check or darkness has intervened, at the beginning of any normal Melee Round in which a new check for Initiative is not required, Initiative passes from the side that had it in the previous Melee Round to the side which did not. In other words, Initiative normally alternates between sides throughout a session of Melee Combat.

16.9.9.1. Surprise or Free Melee Round

Under certain situations as described by the result of the roll on the Initiative Table (particularly those involving surprise or morale checks), one side will be awarded a "free Melee Round". This means that the side which obtained the result has caught its enemy seriously off guard and is able to perform a quick attack on the enemy without the possibility of an effective response.

In such a situation, the side obtaining the result automatically has Initiative both in the "free" Round and the normal Melee Round which immediately follows it. The "free" Round counts for only two seconds in time (as opposed to the usual five) and is otherwise treated as a normal Melee Round, with the following exceptions:

- The side without Initiative may **not** communicate amongst its members, and its characters are always assumed to be playing the "G" Tactic Card; in other words, the side without Initiative does not get to choose its Tactics as it normally would be allowed to. The side without Initiative does not, however, expend Fatigue Points.
- The side with Initiative may choose any Tactics it wishes and may communicate with **one** sentence per character; there is a one sentence limit whether or not the "G" Tactic Card is being played.
- The number of Action Points awarded for different Tactic Cards is **halved** (drop fractions) for the side with Initiative; characters belonging to the side without Initiative may **not** move, although they may pivot in the square/hex they occupy, and may attempt to leap to safety if in danger of being run over, *unless* they can pass a check equal to (Adjusted Agility x 3 DMod). If they *do* turn out to be able to move, their Action Point awards are halved as for the side with Initiative.
- Spell use is prohibited; magical or religious spells or miracles may neither be initiated nor used, though calls for Divine Intervention or inherent magical powers *may* be used. The side with Initiative may use any magical items or implements, for example a ring or wand, it possesses, provided that the item normally takes less than 5 Action Points to "fire". The side without Initiative may only use these items if the character possessing them is able to pass a check equal to (Adjusted Agility x 3 DMod) and they take less than 5 Action Points to set off or fire.
- Missile weapons may be used by either side only if already loaded and pointed in the general direction (+ or - 30 degrees on either side of the target) of where their target is located. Otherwise, a missile weapon can only be used if it requires less than 5 Action Points to load and fire, and if the character intending to use it is able to pass a check equal to (Adjusted Agility x 3 DMod).

Except in certain rare circumstances, most involving the use of magic, a "free" Melee Round result is only allowed to occur at the beginning of a session of Melee Combat; e.g., one cannot be in the middle of a fight and all of a sudden have a "free" Melee Round show up.

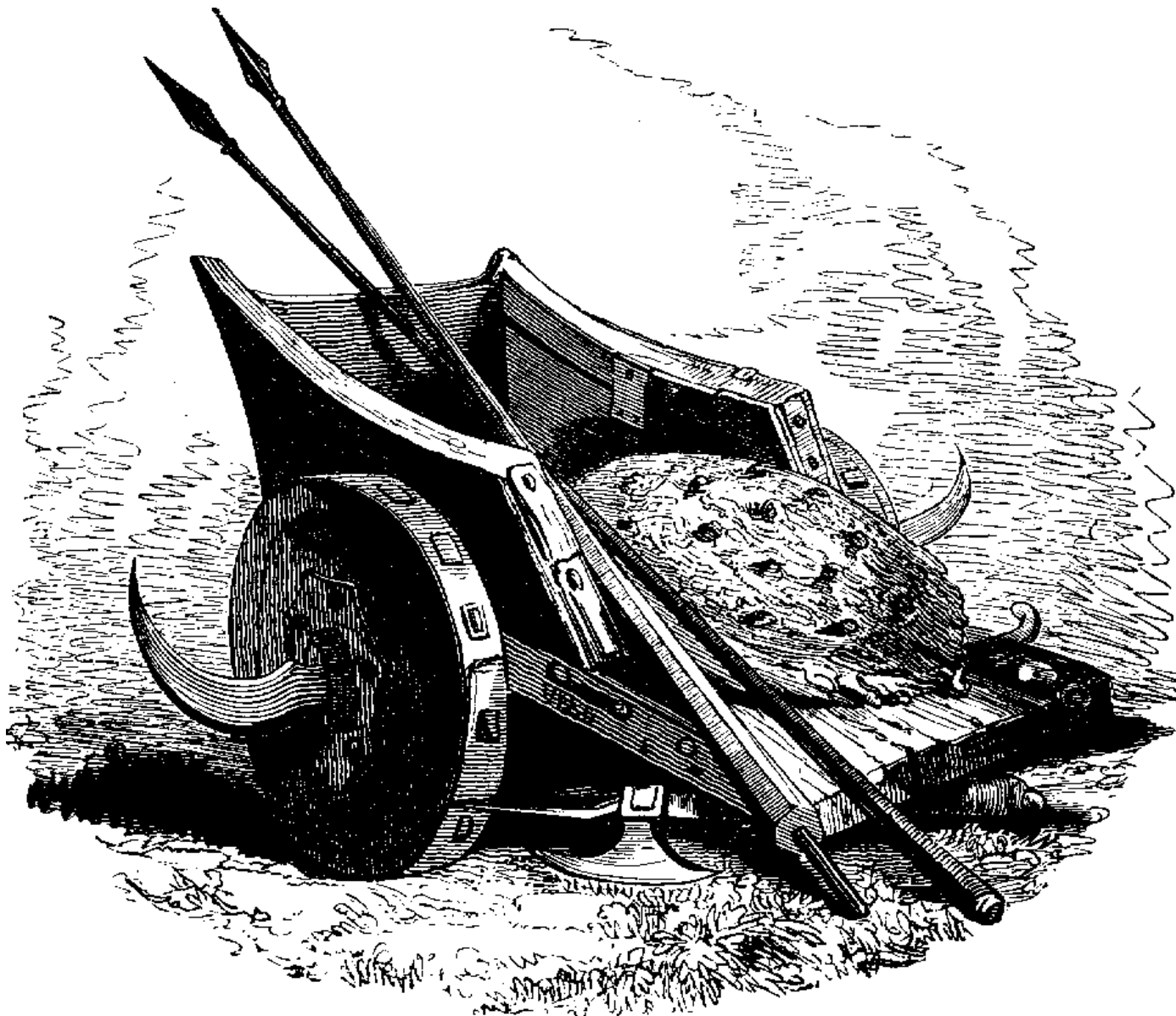
16.9.10. Optional Initiative System

If Players desire more realism, at the expense of playing time and complexity, they may substitute the following rule for the normal Initiative system.

Initiative is determined as follows:

- the character with the highest Adjusted Agility score is considered to have "First Priority" Initiative;
- the character with the second highest Adjusted Agility score is considered to have "Second Priority" Initiative;





Barbarian chariot from South Ulschéshòsh north-east of the Shadowed Empire

and so on. If there is a tie, it is resolved first by selecting the character with the higher normal Movement Allowance, and then by a simple dice roll. A character with a higher Initiative Priority is considered to have Initiative, as described in the rest of the rules, over **all** characters with lower Initiative Priorities, with all advantages accruing thereto. For example, the character with the highest Initiative Priority would be able to wait until all the other characters committed themselves to movement, before deciding in which direction to move, or, if desired he could move before everyone else did.

Note that under this system, Initiative does not normally alternate between the sides in a Melee Combat. Checks made on the Initiative Table still apply to both sides normally, for example if a 'free' Melee Round result was rolled.

16.10. Melee Combat Resolution

Any time a character finds itself within the Strike or Missile Zone of a hostile character, the hostile character may perform an attack, also known as a "strike attempt", of one kind or another on the former. This is may either be a Reaction Attack or a "normal" attack in one of the Pulse Attack Phases, as applicable.

The procedure for resolving an attack is as follows:

(1.) Subtract the Combat Factor of the defending character from that of the attacking character, giving the Combat Differential, which gives the row on the Melee Combat Resolution Table containing the basic per centage score needed to land a strike on the defender.

-If the Differential is **positive**, it means that the attacking character is superior at hand to hand combat, and will have a better chance of landing a strike.
-If the Differential is **negative**, it means that the defending character is superior, and will have a better chance of avoiding being struck.

(2.) Compare the Combat Tactic Cards of the attacker and defender; calculate the *Defending Modifier*, which may either add to the chances of being struck (this is the penalty factor associated with playing an "aggressive" attacking Tactic Card), or may reduce the chance of being struck, particularly if a defensive Tactic Card such as a "Parry" is currently in effect.





(3.) Calculating in the Defending Modifiers, as well as any other modifiers to the chance of scoring a strike (a magical weapon with a plus "to hit", for example), determine the final percentage dice score needed to strike the defender.

(4.) The attacking character now rolls the percentage dice and checks to see if a strike has been scored.

(5.) If a strike has not been scored, play proceeds to the next Combat Resolution or next phase, as applicable.

If a strike **has** been scored:

(5a.) The Referee rolls percentage dice against the Hit Location Table to determine the general body area that was struck by the blow, and then determines the defender's Armour Protection Value (APV), if any, in the area struck.

(5b.) The attacking player/character now rolls percentage dice against the Armour Protection Table, cross-indexing the die roll result against the column of the Armour Protection Table appropriate to the defender's armouring in the body area struck.

-If a "Penetrated" result is not obtained, **but** the attacking character is using a full- or part- concussion style weapon (for example a mace or two-handed sword), the defending character will suffer a "flesh wound" to non-vital body tissue; the attacking character rolls the dice type appropriate to his or her weapon type, and the defending character immediately loses some fraction (usually a quarter to a half) of the number of Damage points that are rolled by the attacking character.
-If a "Penetrated" result **is** obtained, the defending character has suffered a "flesh wound" to non-vital body tissue; the attacking character rolls the dice type appropriate to his or her weapon type, and the defending character immediately loses the number of Damage points rolled by the attacking character.
-If an "Unbalanced" result is obtained, the defending character has been knocked off balance by the force of the blow; he or she immediately loses one or more Combat Tactic Cards from those that he or she was either about to play subsequently in the current Melee Round, or, would play in future Melee Rounds. Note that a character in this condition, since he or she is assumed to be either off balance or knocked flat, may be attacked by hostile characters as if performing the "G" Tactic Card, since almost any subsequent attack will be "unmatched" for purposes of Tactic Card Modifiers.
-If a "Penetrated – Critical Hit" result is obtained, the unfortunate defender has not only suffered a "flesh wound" (resolved as for "Penetrated" above), but has suffered a Critical Hit, the type and effects of which is determined by the Referee on the Critical Hit Table. A usual result of a Critical Hit is Pain and Bleeding (see below).

Note that in this case, except for obvious types of injuries (for example, "Neck Severed"), the Referee will describe only the **symptoms** of the injury, *not its exact name or body organ harmed*, to the characters; it is up to the players to guess what has happened, and what to do about it... that is, if anything **can** be done before the defending character expires!

16.10.1. Reaction Attacks

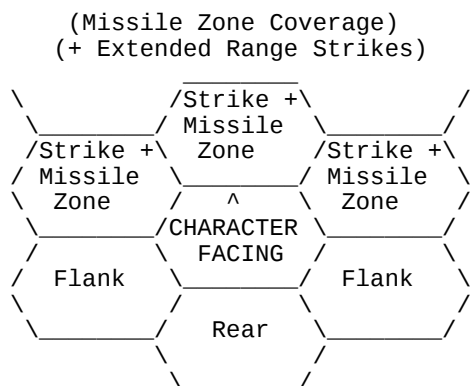
If a character attempts to move through the Strike Zone or Missile Zone of a hostile character (perhaps to rush past the latter to attack a more vulnerable enemy character in the second enemy rank), **all** hostile characters through whose Strike or Missile Zones the moving character passes are entitled a dice roll against their Reflex Reactions, to see if they can get a "shot" in at the moving character as it passes them.

The hostile characters attempting the dice roll would, in this case, have to have played Combat Tactic Cards which would normally allow them a normal or missile attack. If such a Reaction Attack is performed, it is done in the normal manner and **does** count against the attackers' Tactic Card Allowances.

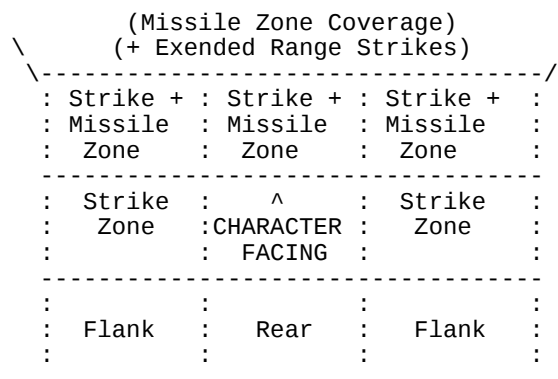
16.10.2. Strike Zone

A character's Strike Zone represents the area in which the character can effect *direct* man to man physical attacks upon opponents. A character may only effect regular strikes on enemies within its Strike Zone. In most cases, for example a warrior with a sword, the Strike Zone consists of the hex/square directly in front of the character's main sense organs (e.g. eyes) and attacking weapons (e.g. arm with sword), plus the two squares/hexes directly adjacent to this hex/square and to the character himself.

The Strike Zone normally extends only one hex away from the character. Certain kinds of creatures, and characters with extra long weapons, will have Strike Zones extending two or more squares/hexes, and some even have Strike Zones completely surrounding them: e.g., it is impossible to approach them without entering their Strike Zones.



Strike Zone Diagram (using hexagonal display)



Strike Zone Diagram (using squares-based display)

16.10.3. Missile Zone

A character's Missile Zone represents the area in which the character can effect *indirect* missile attacks upon opponents. A character may only effect missile attacks, including most kinds of missile like spell attacks, on enemies within its Missile Zone and, of course, within range of the missile weapon itself. In most cases the Missile Zone will consist of a "fan" of hexes or squares extending in front of the character to the maximum effective range of the missile weapon being used. As with the Strike Zone, there are some creatures whose Missile Zones extend 360 degrees around them and which can fire in any direction.

16.10.4. Brawling

In addition to "normal" Melee Combat, that is, combat meant to cripple or kill an opponent, *Shakhàn* also includes a less dangerous form of (usually) unarmed man to man combat called "Brawling". There are actually two different, but related, forms of Brawling:

- *Standard Brawling*, which can be attempted by anyone; and
- *Martial Arts Brawling*, which can only be attempted by someone with one or more levels of Martial Arts (known of in northern *Ushù'l* as *V'rùn'Ché* fighting) skills; this type of unarmed combat is considerably more effective than standard Brawling, and can be lethal if used by someone with refined enough skills.

There are several general restrictions on how Brawling is conducted; specific exceptions to these are found under the sub-classes of Brawling below. The following general rules govern Brawling.





- An attacking character must announce his or her intent to attempt to Brawl at the start of a Melee Round; preferably, this should be made in a manner understandable to all other characters who might potentially be involved in the combat, but if necessary, the announcement may be made only to the Referee.
- Standard Brawling can be used against almost any type of creature, although it will obviously be less effective against creatures whose body forms are significantly different from that of the Brawling character. Martial Arts Brawling, however, is highly "tuned" to knowing the strong and weak points of each species' physiology; as a rule, therefore, it is greatly less effective against opponents with dissimilar body forms.
- The attacker may use **only** his or her body weaponry (for example his or hands and feet and/or physical agility and strength); there are several exceptions to this listed below, but the general rule is, weapons that can normally inflict lethal damage, particularly missiles, edged weapons or large concussion weapons, are prohibited.
- The attacker may use **only** his or her body weaponry (for example his or hands and feet and/or physical agility and strength); there are several exceptions to this listed below, but the general rule is, weapons that can normally inflict lethal damage, particularly missiles, edged weapons or large concussion weapons, are prohibited.
- Because weapons are not normally allowed in Brawling, characters use only their basic Combat Factors when determining Combat Differentials and strike chances— in other words, weapon-related factors, including training with one's primary weapon, are not used.
- The use of armour, particularly of a type stronger than leather, is not illegal in Brawling although doing so is considered "cheating" by those wagering on the outcome of a Brawl.
- A character may attempt a Brawling attack only if he or she is currently playing an "attack" Tactic Card, in other words, Tactic Cards B, A or C. A Brawling defence may be selected using Tactic Cards D, E or F.
- While public fighting is an offense in most civilized regions, Brawling, particularly if conducted under reasonably "controlled" circumstances such as a duel of fisticuffs between two opponents, is usually either overlooked entirely or treated much more leniently than is "real" (lethal) combat.
- Although it is not technically illegal, the use of magic to gain an advantage in Brawling is considered "cheating" in most regions. If magic-use is proven to have affected the outcome of a duel on which wagers have been laid, the usual result is that the magic-using character forfeits victory and is responsible for all bets placed against him or her self. The same principle applies, but much less forcefully, to a master of the Martial Arts using these techniques against untrained opponents; after all, the point of Martial Arts training is to be able to defend oneself.

16.10.4.1. Restrain / Grapple

A character may attempt to overbear, that is, restrain, another character by attempting to grapple the latter. A successful attack, defined as any "strike" result on the Melee Combat Resolution Table, results in the opposing character being restrained and unable to move (or attack). Note that such a strike must be made without the aid of a weapon, or it counts as a regular attack, not a Brawling grapple. If more than one character attempts to grapple a single defender, only **one** attacking character need score a strike for grappling purposes; the other attacking characters are assumed to strike, and grab hold, automatically.

If a strike has been scored, the chance of a successful grapple is equal to (Strength + Adjusted Agility of attacking characters) - (Strength + Adjusted Agility of defender) x 5 DMod*. This check must be repeated each Melee Round, or the grappled character breaks his or her restraint. Once a character has been restrained or grappled, both he or she and the character doing the restraining are considered to be playing the "G" Combat Tactic Card, until the restraint is broken or released. The act of restraining another character costs **one (1)** Fatigue Point, above and beyond what would otherwise be spent. Attempting to break restraint costs **two (2)** extra Fatigue Points.

* The DMod drops to "1" if the restraining character(s) are being subjected to any kind of attack while attempting to restrain, or maintain restraint, of the defending character. The DMod is **halved** if the weight or height of the victim is more than twice that of the attacker; it is **doubled** if the weight or height of the attacker is more than twice that of the victim.

16.10.4.2. Punch

A character successfully scoring a strike with a "punch" attack inflicts concussion damage, and therefore pain, on his or her opponent. This is the default Brawling attack; its use is assumed unless the attacker specifically states otherwise to the Referee.

- The attacker may declare an aimed strike at any body region, but he or she need not do so.
- The defender cannot have an Armour Protection Value in the body area struck of more than "20", or the attack is ineffective.

If the strike succeeds, the attacker need not penetrate the defender's armour, since only concussion damage is inflicted. A check against the defender's Armour Protection is still needed and an "unbalanced" result is treated normally. If a Critical Hit is indicated, it must be confirmed by a check equal to or under (attacker's Strength score x 3 DMod).

16.10.4.3. Haymaker

A character successfully scoring a strike with a "haymaker" attack may attempt to knock the victim unconscious. A haymaker attack may only be attempted if all of the following conditions are met:

- The attacking character must announce his or her intent to attempt this attack type prior to rolling the Melee Combat Resolution strike check dice.
- The attacker may use only his or her body weaponry, or a full concussion weapon that does not normally penetrate armour; for example, a club *would* qualify; a spiked club *would not*. Note, however, that use of a weapon for these purposes is almost never allowed in a "fair" fight and will usually result in forfeiture of the match and other punishment.
- The attacker must declare an aimed strike at the head body region; and
- The defender cannot have an Armour Protection Value in the head body area of more than "20".

If the strike succeeds, the attacker need not penetrate the defender's armour, since only concussion damage is inflicted. A check against the defender's Armour Protection is still needed, however. An "unbalanced" result is treated normally. If a Critical Hit is indicated, it is also applied normally; this is the drawback to this type of attack... you may end up killing the character you just want "out cold"!

The chance that the defender will be knocked unconscious is equal to [(Attacker's Strength score - Defender's Willpower score) x 6 DMod]. If knocked unconscious, the defending character will be out cold for 1D10 game minutes.

16.10.4.4. Kick

A character successfully scoring a strike with a "kick" attack inflicts concussion damage, and therefore pain, on his or her opponent. This is identical to a "punch" attack, except for the following:

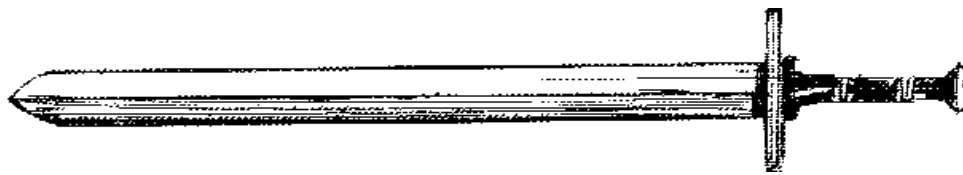
- The attacker may not perform both a punch and kick on the same Tactic Card (although, these or other attacks could still be combined in the same Melee Round if the character had more than one Tactic Card to play);
- Due to its greater kinetic energy, a kick strike adds one (1) point to the number of concussion Damage points inflicted.

If the strike succeeds, the attacker need not penetrate the defender's armour, since only concussion damage is inflicted. A check against the defender's Armour Protection is still needed and an "unbalanced" result is treated normally. If a Critical Hit is indicated, it must be confirmed by a check equal to or under (attacker's Strength score x DMod of "4"), **except** if the area struck was the defender's legs or lower body.

16.10.4.5. Block

This is a Brawling action designed to "parry" punches and kicks made by opposing characters; it is therefore used only with the "D" or "E" Combat Tactic Cards. This is the default Brawling defense; its use is assumed unless a character playing one of the above two Cards specifically states otherwise to the Referee.





Standard Shortsword

-A block may be made by either a character's arms or legs; the choice does not have to be made until the defender sees what kind of an attack the attacker(s) are making.
-The attacker cannot be using a weapon whose composition factor (equivalent to its Armour Protection Value if it was a piece of armour) of more than "20", or the block is ineffective.

Apart from the normal benefits given by playing a "D" or "E" Tactic Card, a block gives the following capability: If the defending character is struck, he or she rolls a percentage check equal to [Dexterity (arms) or Agility (legs) x 5 DMod]. If the check is passed, any Damage or Pain point losses due to the attack are **halved**, and the strike lands automatically on the defending character's arms or legs.

16.10.4.6. Martial Arts Hand-Chop

A character successfully scoring a strike with this type of attack inflicts concussion damage, and therefore pain, on his or her opponent. This is the default Martial Arts Brawling attack form; its use is assumed unless the attacker specifically states otherwise to the Referee.

-The attacker may declare an aimed strike at any body region, but he or she need not do so.
-By default this is a Brawling attack, in that it is meant to cause pain and fatigue. The attacker **may**, however, declare a "lethal" Martial Arts hand-chop, which **can** do a Critical Hit. The usual penalties apply to this if used in a "fair" fight, keeping in mind that relatively few onlookers will know the difference between the two types of attacks. (Anyone with any Martial Arts training, however, **will** instantly tell if a potentially lethal attack is being attempted.)
-Due to its greater precision, a Martial Arts hand-chop strike adds one (1) point to the number of concussion Damage points inflicted.
-The defender cannot have an Armour Protection Value in the body area struck of more than [5 x attacker's level of Martial Arts skill] or the attack is ineffective.

If the strike succeeds, the attacker need not penetrate the defender's armour, since only concussion damage is inflicted. A check against the defender's Armour Protection is still needed and an "unbalanced" result is treated normally. If a Critical Hit is indicated, it must be confirmed by a check equal to or under (attacker's Strength score x 4 DMod), *unless* a "lethal" hand-chop has been used, in which case the Critical Hit is processed normally.

16.10.4.7. Martial Arts Kick

A character successfully scoring a strike with this type of attack inflicts concussion damage, and therefore pain, on his or her opponent. It is basically similar to the Martial Arts hand-chop strike.

-The attacker may not perform both a Martial Arts hand-chop and kick on the same Tactic Card (although, these or other attacks could still be combined in the same Melee Round if the character had more than one Tactic Card to play);
-The attacker may declare an aimed strike at any body region, but he or she need not do so.
-By default this is a Brawling attack, in that it is meant to cause pain and fatigue. The attacker **may**, however, declare a "lethal" Martial Arts kick, which **can** do a Critical Hit; this is handled as is a hand-chop.
-Due to its greater precision and kinetic energy, a Martial Arts kick strike adds two (2) points to the number of concussion Damage points inflicted.
-The defender cannot have an Armour Protection Value in the body area struck of more than [10 x attacker's level of Martial Arts skill] or the attack is ineffective.

If the strike succeeds, the attacker need not penetrate the defender's armour, since only concussion damage is inflicted. A check against the defender's Armour Protection is still needed and an "unbalanced" result is treated normally. If a Critical Hit is indicated, it must be confirmed by a check equal to or under (attacker's Strength score x 5 DMod), *unless* a "lethal" kick has been used or the strike has landed on the defender's legs or lower body area, in which case the Critical Hit is processed normally.

16.10.4.8. Martial Arts Flying Drop-Kick

This spectacular and difficult Martial Arts maneuver can have fatal consequences to its victim, if he or she is unlucky enough not to get out of the way. It is similar to the normal Martial Arts kick strike, except for the following:

-The flying drop-kick attack requires **two (2)** consecutive Tactic Cards to play; it may be spread out over two Melee Rounds, but of course the opponent will then see it coming at the start of the second Melee Round and has double the normal chance of avoiding it (double his or her Combat Factor for defense purposes).
-The attacker must take at least five steps and leap in order to initiate the attack; this requires a successful check against [(attacker's Adjusted Agility score) + (attacker's Martial Arts skill level x 10)] x 5 DMod. If the check is failed, the attacker falls prone half way into the attack and suffers a double "unbalanced" result. If the check is passed, the character lands in any square or hex behind the target in his or her line of flight, after the strike check is resolved.
-This a "lethal" Martial Arts kick, which **can** do a Critical Hit; there is no way to make it "safe".
-Due to its high precision and kinetic energy, a Martial Arts kick strike adds 1D4 points to the number of concussion Damage points inflicted.
-The defender cannot have an Armour Protection Value in the body area struck of more than [15 x attacker's level of Martial Arts skill] or the attack is ineffective.
-The defender cannot have a body weight more than twice that of the attacker's own body weight, or the attack is ineffective.

If the strike succeeds, the attacker does concussion damage and need not penetrate the defender's armour, although a check against the defender's Armour Protection is still needed; add 5 to the check on the Armour Protection Table. An "unbalanced" result is treated normally, except that due to the power of the kick, **one (1)** "unbalanced" penalty is added to any result called for on the Armour Protection Table. Critical Hits are handled normally.

16.10.4.9. Martial Arts Block

This is similar to the standard Brawling action designed to "parry" punches and kicks made by opposing characters, except that it uses training available only to characters with specialized Martial Arts skills. It is used only with the "D" or "E" Combat Tactic Cards and is the default Martial Arts Brawling defense for someone with enough Martial Arts training to use it.

-A Martial Arts block may be made by either a character's arms or legs; the choice does not have to be made until the defender sees what kind of an attack the attacker(s) are making.
-A defender with only five (5) levels of Martial Arts skills is subject to normal attacking weapon composition factor limits; this must be less than "20", or the block is ineffective. By focusing his or her mental forces on the skin to resist damage, for each level of Martial Arts skills past "five", a character gains the ability to block against weapons whose composition factor is **five (5)** points greater. For example, a character with eight levels of Martial Arts could block against a weapon with a composition factor of "30" (roughly equivalent to wood, so a blow by a club could be blocked)*.





Apart from the normal benefits given by playing a "D" or "E" Tactic Card, a block gives the following capability: If the defending character is struck, he or she rolls a percentage check equal to [Dexterity (arms) or Agility (legs) x 6 DMod]. If the check is passed, any Damage or Pain point losses due to the attack are **halved**, and the strike lands automatically on the defending character's arms or legs. Also, there is a chance equal to (defending character's Martial Arts skill level x 3 DMod) that the character does **not** suffer a Critical Hit that would otherwise be called for*.

* Editorial Note

A few masters of the Martial Arts have reportedly developed this ability to astounding levels; it is rumoured that by sheer mental will, they can make their naked skin impervious to even the blow of a sharpened battle-axe! This ability, needless to say, is not frequently tested... at least by Martial Artists who are still alive.

16.10.4.10. Martial Arts Throw

This action is designed to unbalance opponents, possibly even throwing them into a prone position. It is used only with the "D" or "E" Combat Tactic Cards and is considered a Martial Arts Brawling defense.

- A Martial Arts throw may only be made against an attack by an oncoming enemy; in other words, the opponent must be executing Combat Tactic Cards "B", "A" or "C".
- If the throw is successful, the victim, regardless of other effects, suffers an automatic "unbalanced" result and is thrown to the ground in a prone position (head or back first, chosen by the throwing character). The thrown character must attempt to regain his or her feet prior to attempting any other combat-related action.

The chance of the throw being carried out successfully is equal to [(Martial Arts skill level of the throwing character - Martial Arts skill level of the thrown character) x 10 DMod]. If the check is failed, it counts as an "unbalanced" result against the character attempting the throw, although he or she does not fall prone in so doing.

16.11. Trample/Crush Attacks

Although any creature can bite and kick to defend itself in an emergency, an animal significantly larger than its opponent can cause serious damage simply by using its much greater weight to crush, trample or stomp the opposing creature, as would a human against a bug or an elephant against a human. For game purposes, this is governed by the following rule, which may also be used for other crushing-type situations such as where a huge boulder falls upon a character. Any creature

- whose body weight is **three (3)** or more times that of its opponent; or
- whose overall body size is **three (3)** or more times of its opponent; or
- which is specifically designated as being capable of this type of attack by the rules or by the Referee;

may, in addition to any other attack types of which it is normally capable, execute a "Trample/Crush" attack against all eligible targets in its path of movement in a given Melee Round. To do this, the larger animal must use at least half of its Movement/Action Points to move towards those in its path, unless it is **four (4)** or more times heavier than its intended targets, in which case a Trample/Crush attack may be made even if the animal is simply rearing up in a single location.

A Trample/Crush attack may **not** be avoided by conventional Melee or Mass Combat tactics; instead, a character in the movement path of the larger creature must attempt to Dodge (see Agility score description). There is a special rule associated with this: the defending creature may *either*

- decide to Dodge at **half (0.5)** of the DMod to which he or she would otherwise be entitled, and retain all of his or her Combat Tactic Cards (thus retaining the ability to attempt to strike the attacking character in normal Melee Combat), or
- may Dodge at the normal, full DMod— at the price of losing the first Tactic Card he or she would otherwise have been able to play in the current Melee Round. This restriction does not apply to Martial Artist-type characters of Level V or higher, who **may** Dodge at full DMod and still retain all their Tactic Cards.

Failure on the Dodge check means that the targeted character suffers several crushing, concussion-eligible attack-type strikes on randomly determined body parts. To determine the number of strikes, use the attacking creature's number of legs or limbs; for example, a four-legged large animal would roll 1D4 to determine the number of strikes on an opponent. For other types of crushing attacks, roll one strike per multiple by which the projectile's weight exceeds the victim's, multiplied by 1 per each 10 metres the projectile has traveled. For example, if the projectile were four times the victim's weight and had fallen 20 metres before striking, it would cause six (6) strikes (3 strikes per 10 metres x 2 = 6).

Armour is of limited usefulness in protecting against this type of attack; the Armour Protection Check die roll is modified by +10 to the attacking creature's favour for each multiple by which the attacking creature's weight exceeds the defending creature's. For example, if the attacking creature were four times the weight of its opponent, the dice roll would be modified by "+30". Regardless of the outcome of the Armour Protection Check, the defending character's armour should be made to undergo a Saving Throw against its composition factor to avoid being ruined by the trampling. A character who succeeds in the Dodge check is displaced by one metre in a randomly determined direction from the position he or she originally held, and may attack or play other Tactic Cards normally— except if the second option as described above has been chosen.

Note that under normal circumstances a character may **not** attempt to Dodge a conventional missile attack, as most arrows and other projectiles travel too quickly for a potential victim to accurately judge their trajectory. Any exceptions to this rule must be specifically agreed to by the Referee, prior to the missile attack being executed.

16.12. Quick Melee Combat

Quick Melee Combat is used wherever the exact positioning of opposing characters is of marginal or no importance to the overall outcome of a combat situation. A good example of such a situation would be where two parties of characters, the Marching Order (e.g., where each character is marching, relative to his or her fellows) of each being known ahead of time, encounter each other in a 10 x 10 x 10 metre Underworld corridor. In this case, man to man combat will almost certainly take place between the front ranks of the first party and the front ranks of the second party.

In Quick Melee Combat, Initiative is used only for determining, where relevant, which side is able to launch or effect magical or missile attacks first; all other combat is considered to be simultaneous. Also, each character is considered to have **one-half (0.5)** of the number of Action Points he or she would have in "regular" Melee Combat; the remaining half of each character's Action Point total is considered to have been spent in abstracted movement and positioning. Action Points are used primarily by the Referee for determining exactly how long non-combat actions take to execute, particularly if a character attempting a non-combat action is the intended target of an attack. If the action would require fewer Action Points than would the attack, then it is considered to have been completed prior to the attack; if it would require more Action Points, the attack is considered to take place first.

Pulse-by-Pulse movement and combat is **not** used in Quick Melee Combat, although, if, in the opinion of the Referee, a friendly character has moved within the Strike or Missile Zone of a hostile character in the abstracted movement segment, the latter *may* attempt a Reaction Attack.

The basic structure of Quick Melee Combat can be outlined as follows:

- 1..... Both sides, subject to the limits of communication within each party, decide what their characters will attempt to do (attack, retreat, parry, cast a magic spell, etc.), and then write down this decision for future verification. Players should note what Tactic Cards their characters will attempt, as well as which enemy will be attacked.
- 2..... The Referee checks for Initiative and announces which side has Initiative.
- 3..... Both sides prepare and execute Missile attacks. The Missile Combat Resolution dice are rolled to see if a combatant has been struck or damaged. If a character has been damaged or harmed, the Referee assesses damage effects (including death) to that character immediately.
- 4..... Both sides prepare and execute magical attacks or other magical activities. If a character has been damaged or harmed, the Referee assesses damage effects to that character immediately.





5.Both sides are allowed to move; however, unlike as is the case with "regular" Melee Combat, the Referee handles all movement abstractly, announcing at the end of movement, which friendly character(s) are arrayed against which hostile character(s). The Referee determines the order in which each individual attack/defense sequence will be resolved in descending order of each attacker's Adjusted Agility score. At the end of this the Combat Resolution dice are rolled to see if a combatant has been struck or damaged. If a character has been damaged or harmed, the Referee assesses damage effects to that character immediately.
6.Calls for Divine Intervention are made, the final positions of all characters are noted, reference sheets are brought up to date, and play carries over to the next Melee Round.

16.12.1. Missile Combat

Missile Combat is considered to encompass all attacks made in circumstances where the weapon that strikes a defender, will not be in physical contact with the attacker at the time the strike is made. To fire a missile weapon, an attacker must have a Line of Sight to the target. This is defined as a straight, unblocked line drawn from the missile launcher to the target, passing only through squares or hexes in the attacker's Missile Zone. An attacker *may*, however, fire at a target that is partially obscured by ground cover; in which case, the appropriate modifier on the Missile Fire Resolution Table is used. A projectile fired by an attacker normally travels in a straight line; if it does not strike anything in its flight, it will continue to travel to its rated maximum range plus or minus 1D6 metres.

Whenever a projectile enters a square or hex occupied by something that might potentially stop or be hit by it, in particular by a character, there is a chance that the missile will strike this impediment, whether or not it was the intended target. This is resolved as if the obstacle were the target, except that any skill modifiers that the weapon firer might have *reduce*, rather than increase, the chance of a strike. A friendly character can reduce his or her chances of being thus struck by "friendly fire" by being warned: this requires the firing character to shout out a warning ("heads down up front!") prior to launching the projectile (note that this *would* use up one or more Action Points). *If the warning is heard and understood*, the final chance of being struck by a weapon passing within range of the friendly character is **halved**. This hazard applies to directional spells, as well; characters are, therefore, advised to use caution in loosing highly destructive spells (for example *Fireball*) without a clear line of sight, lest they inadvertently propel themselves and their fellows prematurely to serene *Væran* Za-R'hàak's Final Resting Places of *Valàcha*.

Characters in the second Marching Order ranks of the adventure party, counting from the front or rear of a party in columnar order (see diagram under "Marching Order" in the "Adventures" rules section) are escaped from this rule; that is, a character in the second rank from the front or rear of the party **may** fire at opponents safely, without having to check to see if he or she has accidentally struck a friendly character. Characters in the third and successive ranks, however, *are* subject to this hazard and must check to see if they have struck a friendly character with projectiles meant to be targeted on opponents.

A character suffering a strike by a projectile can suffer an "unbalanced" result on the Armour Protection Table only if:

-the strike resulted in a Critical Hit; or
-the strike was made by a magic projectile (for example a "ball of fire"); or
-the projectile weighs fifteen (15) per cent or more of the character's normal body weight.

All other "unbalanced" results as a result of missile strikes are ignored.

Aimed strikes may be made with missile weapons, but they are implemented slightly differently than would be the case with a Melee weapon. Specifically, an aimed strike with a missile weapon is made at **half (50% of)** the character's Missile Factor; also, when determining which column to use on the Missile Fire Resolution Table, use the column appropriate to the area being targeted, **not** the area or height of the character altogether. For example, the surface area of a humanoid character's head is approximately 1/7th of his or her body size; thus the Referee would consult a column at least two or three columns to the right of the column detailing the targeted character's regular body size, when determining hit probabilities.

16.13. Damage Types

Characters in *Shakhàn* may suffer many different types of damage, as a direct or indirect result of combat or other hazards. Non-critical damage is assessed against the character in terms of "Damage points". For example, a sword thrust which struck a character and then obtained a "penetration" result on the Armour Protection Chart might cause him or her to subtract 1D8 Damage points from his or her BDR score. If at the time, the character's BDR score was "7" (seven) or less, and the result of the D8 roll was "8", the sword thrust would kill him or her.

16.13.1. Physical Damage

A "Damage point" in *Shakhàn* represents physical trauma (e.g. a "flesh wound"), concussion, psychic, thermal, electrical, mental or other damage to the character upon which it is inflicted. It does not involve other factors such as fatigue, pain, bleeding, and so on. which are covered individually elsewhere. See "Pain" for the secondary effects of Damage points in causing Pain points.

16.13.2. Critical Hits

A character can be crippled or even killed instantly by an unlucky hit on a vital body organ (e.g. "Broken Neck", "Disemboweled", "Spine Severed", "Heart Punctured", etc.). Such damage is usually inflicted by a result of "Penetrated with a Critical Hit" on the Armour Protection Chart. The only defense against such unpleasant results of combat is either not to be struck, not to have one's armour penetrated, or possibly by having a very skilled physician or magician handy!

16.13.3. Pain

Pain is suffered when a character is struck and takes damage in combat. Specifically:

A character takes **one-half (0.5)** of a Pain point for each **one (1)** Damage point, however inflicted, that is inflicted on his or her person.

Pay attention to this factor; it is one of the most important ones that affects combat. Pain can also be inflicted, usually in dramatically greater quantities, due to Critical Hits.

Each character's running Pain total is compared to his or her Pain Reserve (see "Willpower"; this is usually equal to twice the character's normal Willpower score) at the start of each new Melee Round, as follows.

- If the number of Pain points inflicted equal **one-half (50%)** of a character's Pain Reserve score, he or she must pass a Morale Check equal to (original Willpower score x 7 DMod). If the check is failed, the character's will "breaks": He or she will attempt to evade the situation causing the pain, if possible. For example, if in a brawl, he or she will concede the fight to his or her opponent; if in a "real" battle, the character will try to run away; if being tortured, the character will "talk" or will grovel or beg for mercy.
- If the number of Pain points inflicted equals **three-quarters (75%)** of a character's Pain Reserve, he or she must pass a Morale Check equal to (original Willpower score x 5 DMod). If the check is failed, the character will attempt to evade the situation causing the pain, as described above.
- If the number of Pain points inflicted equals or exceeds a character's Pain Reserve, he or she must pass a Morale Check equal to (original Willpower score x 3 DMod). If the check is failed, immediate unconsciousness lasting 1D100 game minutes results.

16.13.4. Bleeding

A character can die by bleeding to death in the following manner.

When, usually by rolling a "penetrated with a critical hit" result on the Armour Protection Chart, Bleeding is indicated, the affected character loses one Fatigue Point for each Bleeding point inflicted. If Bleeding is not immediately stanching or bandaged, blood will continue to gush out of the wound and in so doing continue to subtract Fatigue Points. Stanching a wound requires the affected character, or whoever is aiding him or her, to drop out of combat and concentrate exclusively on the wound.

- On the Melee Round in which the character's Fatigue Reserve falls below **one (1)** Fatigue Point, and in every Melee Round thereafter, there is a chance equal to (character's Willpower score x DMod of 2) that he or she will fall unconscious. Note that this occurs regardless of how the fatigue was inflicted.





- If unconscious due to continued Bleeding, there is a 15 per cent chance each game minute (12 Melee Rounds) that the character will die of shock and blood loss. If the character is not immediately attended (e.g. pulled out of the battle, wounds bound as best as may be possible, etc.) by his or her comrades the chance of death is cumulative thus, by the sixth game minute the character will surely die.
- Even if a character survives the loss of large amounts of blood, upon regaining consciousness 1D20 hours after the Bleeding stops, his or her effective Strength, Constitution, Agility, Dexterity and BDR requisite scores will be halved for one game week (five days) thereafter.

16.13.5. Long-Term Damage to Internal Organs

After suffering damage to a vital internal organ, there is a significant chance that a character will either eventually die from it, or fail to recover fully from it. The chance of this happening is seventy (70) per cent, minus the character's Disease Resistance factor. The Referee checks for long-term damage when the character has fully recovered from whatever transitory damage (e.g. lost Damage, Pain and/or Bleeding) he or she suffered in the melee that inflicted the damage to his or her internal organs.

- If the Success Threshold of this check is rolled under or equaled, the character suffers no ill effects; his or her internal organs heal fully.
- If the Success Threshold is exceeded by **ten (10)** or fewer points, the character's internal organs partly heal: this is simulated by a loss of 1D8 Constitution points.
- If the Success Threshold is exceeded by **more than ten (10)** points, the character will die of the wounds to his or her internal organs in 1D20 game days plus 1D20 game hours. A very lenient Referee might allow a Player a 20 per cent chance, in such a case, of the character continuing to live, but with some especially crippling physical defect such as permanent paralysis of the limbs or inability to walk upright for more than ten feet.

Note that whatever the outcome of this check, the character is usually entitled to call for Divine Intervention... keeping in mind, of course, that most deities care about the travails of a being as insignificant as a single mortal, about as much as most picnic-goers care about the life of a mosquito.

16.13.6. Infection

Damage caused by invasive trauma to a character's body tissue, particularly his or her body cavity, has a significant chance of causing infection, usually gangrene and/or peritonitis (known of in northern *Ushù'l* as *Nchàaryk'nyàbi*.) This counts as a "Dangerous" disease, for purposes of disease resistance. If, due to the secondary effects of trauma (for example "Large intestine sliced") this is increased, apply the increased effect to the DMod penalty of the disease. For example, if the normal inverse DMod penalty of the disease is "0.4" and the chance of infection is increased by 50 per cent, the new inverse DMod penalty would be "0.6".

16.13.7. Poison

A character can die or suffer internal damage, expressed in Damage points, due to the introduction to his or her body of toxic substances of various sorts which are loosely referred to as "poisons".

Sometimes, when a poisonous substance is ingested or introduced into the bloodstream, the character must pass a check by default equal to (current Constitution score x 3 DMod). Many types of poisons do not allow this Saving Throw, or have a different one, as specified in the description of the poison. Failure to equal or better the required score indicates death, either immediate or delayed, or severe incapacitation. The Poison Effects Chart, shown below, gives details for this.



Bandit warrior from the foothills around Thélésban

Intensity Level	Effect of Failing Saving Throw to Resist Poison
0	Causes no actual damage, but inflicts 1D3 points of Pain; alternatively victim must pass Saving Throw at (Constitution + Willpower) x 3 DMod or fall asleep for 1D10 game minutes
1	1D3 points of Pain, 1D4 points of body damage
2	1D4 points of Pain, 1D6 points of body damage
3	1D6 points of Pain, 1D8 points of body damage
4	1D8 points of Pain, 1D10 points of body damage
5	1D10 points of Pain, 1D12 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 3 DMod or be paralyzed (quadriplegic) for 1D20 game hours
6	1D12 points of Pain, 1D20 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 3 DMod or die in 1D3 game days
7	1D12+1 points of Pain, 1D20+1 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 3 DMod or die in 1D100 game minutes
8	1D12+1 points of Pain, 1D20+2 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 2 DMod or die in 1D20 game minutes
9	1D12+2 points of Pain, 1D20+3 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 1 DMod or die in 1D20 Melee Rounds
10	1D12+3 points of Pain, 1D20+4 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 0.5 DMod or die in 1D6 Melee Rounds

(continued)





11	1D12+4 points of Pain, 1D20+5 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 0.4 DMod or die in 1D4 Melee Rounds
12	1D12+5 points of Pain, 1D20+5 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 0.3 DMod or die in 1D3 Melee Rounds
13	1D12+5 points of Pain, 1D20+5 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 0.2 DMod or die in one Melee Round
14	1D12+5 points of Pain, 1D20+5 points of body damage; victim must pass Saving Throw at (Constitution + Willpower) x 0.1 DMod or die instantly
15	1D12+5 points of Pain, 1D20+5 points of body damage and victim dies instantly, no Saving Throw!

Note that there are several types of creatures that are normally immune to poisons, however caused: among these are the undead, spirits, completely ethereal or "animate-energy" creatures, supernatural entities such as gods and demons and creatures whose essence is largely magical.

16.13.8. Extreme Temperatures

Unless he or she has some form of (usually magical) protection against the same, a character suffers physical damage from being exposed to extreme heat (e.g. fire, burning, scalding etc.) or cold (very low temperature air, etc.). Some examples of typical Intensity Levels for this type of hazard are given below.

Intensity Level	Agency Causing This Intensity of Heat or Cold
1	A match or small fire-brand; a cold blizzard
2	A standard-sized torch or very cold blizzard
3	A regular-sized flask of ignited lamp-oil; the gusting winds of the coldest natural blizzards
4	A small campfire or low-level cold spell
5	A large campfire or medium-level cold spell
6	The inside of a standard oven or a high-level cold spell
7	The inside of a baker's oven; a very high-level cold spell
8	The inside of a blacksmith's furnace; low demonic cold
9	Dragon-fire; medium demonic cold
10+	Molten lava; high demonic cold

Unless otherwise stated, a character suffers one level (1D6) of body damage for each one (1) Intensity Level of the extreme heat or cold. A victim exposed to this is normally allowed a Saving Throw, but still suffers half damage even if the Saving Throw is passed. At the option of the Referee (which should normally be exercised except in unusual cases), characters exposed to extreme heat or cold must also pass a single Saving Throw equal to [(Agility + Constitution) x 1.5 DMod] for each **five (5)**, or fraction of five, Intensity Levels, or suffer a critical hit to a randomly determined body area. For example, a character thrown into an Intensity Level 7 fire for more than a second or two would have to pass **two** Saving Throws to avoid a critical hit.

This type of damage, and that caused by corrosives (see below) is especially hard to treat, and has a 50 per cent chance of being **permanent**— in other words, the BDR points lost to the extreme heat or cold can never be regenerated except by magic or Divine Intervention.

16.13.9. High-Speed Impact

A character who falls or is thrown an appreciable distance suffers various unpleasant effects when he or she impacts with a solid object. A character who falls or is thrown is assumed, upon starting the trajectory, to be traveling at a speed of ten (10) kilometers per hour. This speed increases by 10 kilometers/hr. per game second that the fall continues, until the character is falling at a rate of 150 kilometers per hour (this will normally take 14 game seconds).

Upon impacting a solid object such as the ground, the victim suffers 1D3 body damage points per 10 kilometres per hour speed at which he or she was traveling. For example, a character who was falling at a speed of 30 kilometres per hour upon landing on the ground would suffer a total of 3D3 damage points. Also, the character pass a single Saving Throw equal to [(Agility + Constitution) x 1.5 DMod] for each **thirty (30)**, or fraction of thirty, kilometres per hour speed, or suffer a concussive critical hit to a randomly determined body area. For example, a character who fell at a rate of 40 kilometres per hour would have to pass **two** Saving Throws to avoid a critical hit.

16.13.10. Acid / Corrosives

Exposure to or immersion in acid* or a strong corrosive agent has the following effects. A character targeted by an acid spray, jet or cloud must attempt to dodge it (see Agility score description), or suffer 1D4 points of acid burning body damage per Melee Round per Intensity Level of the acid, if it strikes bare flesh. The body damage is increased to 1D6 points per Melee Round if the character is immersed in a corrosive agent. The corrosive retains its ability to do damage for 1D6 Melee Rounds (2D6 Rounds in the case of immersion), being reduced by one Intensity Level per Melee Round.

There is normally also a 30 per cent chance that a character struck by a significant amount of acid will have some of it end up in his or her eyes [roll 1D10: (1-6)— one eye, (7-9)— two eyes, (10)— all eyes, for creatures such as the *Hàmyé* with more than two eyes], causing intense pain and blindness in 2D6 Melee Rounds unless the victim's eyes are promptly washed out with cold water or some other appropriate cleansing agent. The chance of eye damage is 90 per cent if the character is immersed in the acid— the 10 per cent chance of avoiding damage represents the chance that the victim may have been intelligent enough to shut his or her eyes prior to being immersed.

Acid affects metal weapons, armour or other possessions in the following manner. The item must pass a Saving Throw equal to (composition factor x 0.5 DMod), or drop by one quality-class (for example, a helmet in "Average" condition would drop to "Poor" condition). A considerable amount of Referee discretion is needed in determining which types of non-metal items can be adversely affected by acid. A good general rule to use would be to multiply the acid's Intensity Level by 10 and subtract the item's composition factor from the total. If the resulting number is positive (more than 0), the item is subject to the corrosive effects of the acid and must pass a Saving Throw equal to (composition factor x 1 DMod) or be ruined.

* The term "acid", as used here, identifies both true acids and other corrosives such as a strong "base" liquid.

16.13.11. Deprivation of Oxygen

A character whose respiratory system normally requires a constant supply of fresh oxygen, and who is for some reason (usually suffocation, strangulation, drowning or immersion in a noxious gas) deprived of this, suffers the following consequences.

To remain conscious for the first Melee Round of oxygen deprivation, a victim must pass a Saving Throw at [(Willpower + Constitution) x 6 DMod]; each **two (2)** successive Melee Rounds that the lack of oxygen remains in effect reduces the DMod by "one" (for example, on the third Melee Round, the DMod would be "5"), *except* if the character is violently exerting himself or herself, in which case the DMod drops by 1 each successive Melee Round. When the DMod reaches a value of "1", each decrement halves it (e.g. to 0.5, then to 0.25 and so on)— not that the character is likely to still be conscious at this point!

A victim who still cannot breathe after losing consciousness suffers no damage on the first 1D4 Melee Rounds in this state, but loses 1D3 points from his or her Intelligence score (representing brain damage) each Melee Round thereafter; when his or her Intelligence score is reduced to "zero" or less, the victim is dead. Note that the Intelligence points so lost are gone **permanently** even if the victim is revived prior to or after actually dying and may only be regenerated by some powerful agency such as Divine Intervention.

Auto-revival from having fallen unconscious from deprivation of oxygen is conducted in the same manner as would be done to avoid falling unconscious; at the option of the Referee, a favourable DMod addition of from 1 to 3 may be awarded if the unconscious character is being aided by comrades who are not themselves unconscious.

16.13.12. Life Energy Draining

This type of damage sometimes does not kill a character in the technical sense; instead, particularly when the energy drain is caused by the dreaded undead *Mêm-Uhùryo*, it may simply reduce the character to the status of a mindless undead monster, one which cannot really "die" and which is doomed to endless psychic agony.





Any attack which causes an energy drain must usually touch a part, however small, of the character's living flesh; in other words, it must obtain at least a "penetrate" result on the Armour Protection Table. Each "energy level" drained is equivalent to the exact number of Experience points that was needed to take the affected character from his or her last Experience Level to the current one; this quantity of Experience points is immediately subtracted from the victim's Experience total, so he or she drops back one Level. The number of Experience points lost is calculated against the character's Absolute EXP Total in his or her **primary** occupation; then this number of EXP is subtracted from all *other* occupations the character may be following, possibly causing the latter to drop by more than one Experience Level.

For example, a multi-occupational character might have the equivalent of level VI as a magic-user and the equivalent of level IV as a warrior and thief; if this character were "drained" one Level, he or she would become a level V magic-user, and would then subtract the number of Experience points needed to go from level V to level VI as a magic-user, from his or her Absolute Experience Point Totals as a warrior and thief, in all likelihood reducing his or her Level in the latter two occupations to level III or lower. A character whose primary occupation Absolute EXP Total is reduced below **"zero" (0)** by the *Mêm-Uhûryo* is captured by the Pall of the Nameless One, and becomes a minor undead being under the control of the entity that drained his or her energy. (See "Of the *Mêm-Uhûryo*".)

Under some circumstances a "drained" character may be able to keep certain of the benefits that accrued at his or her original ("undrained") Experience Levels. For example, a warrior character who became a General (*Sadôrzu*) in the army would probably not be demoted to Sergeant simply because of the loss of a few Experience Levels. In most cases bonuses relating to social status, one's place in the occupational hierarchy, etc. will not be completely lost with the loss of Experience Levels; what is lost is personal bonuses such as extra Energy point accrual, Skill bonuses, and so on. It is possible that a character may, if not reduced below 1 Experience point, re-advance through the "lost" Experience Level(s) and regain whatever bonuses and benefits pertaining thereto but note that no character could ever repeat the same Experience Level **twice** so as to gain double the regular bonuses; the most that can be done is to regain whatever had previously been lost.

There are also certain blessings and spells that can restore drained energy / Experience Levels. The Temples of serene *Væran* Za-R'hàak, mighty *Væran* Ro'sènnpâdr and shining *Vîrya* Nanyè are known for their abilities in this area, though they usually charge handsomely for the task.

16.13.13. Radioactivity

Although it is obviously a very rare form of damage on modern Telostic, occasionally characters in *Shakhàn* may encounter radioactivity, defined as ionizing radiation (gamma rays, X-rays, etc.) at dangerously high energy levels. Radioactivity is in most respects similar to electromagnetic radiation such as ordinary light, except that it can penetrate even substances that are opaque to visible light, and that it can cause serious, long-term damage or even death.

By default, radiation from a strongly radioactive source affects all creatures within a variable radius from its source, causing 2D6 points of body damage per game minute that a character is exposed to its full-strength effects. Secondary effects are as follows:

Per Cent of Character's Total BDR Score Lost	Radiation Effects
01 to 10	Character feels uneasy; develops a headache
11 to 40	Character feels nauseous; FPR reduced by 50%
41 to 60	90% chance of sterility; hair begins to fall out
61 to 80	Hair falls out completely; gums and skin develop sores; character almost too weak to walk; 60% chance of insanity (1D3 Mental Defects) in 1D8 days
81 to 90	70% chance of death in 1D6 days even if radiation exposure is cut off; check at (Constitution + Willpower) x 2 DMod or fall unconscious; skin begins to deliquesce
91 to 95	80% chance of death in 1D4 days; if this does not occur character suffers 1D6 Major Nervous Disorders
96 to 99	90% chance of death in 2D12 hours; if this does not occur character loses 1D12 points of Intelligence
100	Death in 1D6 minutes

Radiation-caused damage is very difficult to cure, although some of its secondary effects can be fixed with the higher levels of magical healing spells.

Determining how radiation's strength decreases with distance is a complex issue governed largely by Referee discretion. Generally, the following guidelines may be used for radiation abatement, per each 1 metre of distance between the radiation source and the victim of it:

Substance Between Radiation Source and Victim (per 1 Metre of Substance)	Modifier to 2D6 Radiation Damage Roll
Air	None
Water	-1
Paper, cloth, leather, glass, vegetation	-2
Wood	-3
Sand, clay, loam, loose earth	-4
Less dense metals (tin) or stone (sandstone)	-5
Dense metals (lead) or stone (granite)	-6

16.13.14. Other Damage Types

There are a number of other ways in which a character can be hurt or killed, ranging from psychic attacks, most of which involve mental damage of one sort or another, to diseases and other related maladies. Sometimes, these will manifest the damage they do in terms of Damage points, but more frequently they will affect some aspect of the character's other requisites. For example, many diseases can permanently cripple, leaving the victim blind, deaf, paralyzed, sterile, insane, etc.. These are detailed elsewhere and unless specifically noted do not reduce the character's BDR score.

The amount of physical damage a character's body has suffered often will affect the relative chance of his or her magical resurrection (i.e. "raising from the dead"), particularly if the damage has been inflicted by especially destructive attacks such as fire or acid. For this reason, many religions stress the preservation of the physical remains of the departed in the belief that a well preserved body will aid the deceased's chances in the "Last Judgment" passed by the deity he or she worshipped. Since some Telostician religions believe a deity may resurrect a dead follower only after the passage of a long amount of time, many Temples also stress the mummification of the mortal remains before burial.

Note that there are other restrictions on how many times a character can be raised from the dead (see "Constitution" score description).





16.14. Melee Combat Phase Sequence

Each Melee Round, characters who are involved in Melee Combat observe a sequence of play, as follows. [Note: Make sure to keep account of the Decision-Making Interval (see Book "A") while the Melee Combat Phase

Sequence is in operation, as it is very unrealistic for players to be able to carefully discuss strategy and "battle choreography" when, in reality, they would usually have at most split-seconds to decide on a plan of action and then implement it.

16.14.1. Communication Phase

In this Phase, both sides in the combat secretly decide what Tactic Cards each of their characters will play by writing down the Tactics, and the sequence in which they will be played, on a sheet of paper. Characters for whom no orders are written are assumed to be playing the "G" (Non-Melee Actions) Tactic Card. Once characters have committed themselves to the Tactic Card(s) they will play in the current Melee Round, the Referee should calculate how many Action Points they will possess in the Round for purposes of actions and movement.

16.14.2. Initiative Check Phase

In this Phase the Players running both sides roll percentage dice against the Initiative Table to see which side will be considered to have 'Initiative' for the current Melee Round.

16.14.3. Movement Priority

After Initiative has been determined, the Player controlling the side with Initiative writes down whether his side's characters will choose to move, Pulse by Pulse, *before* those of the other side, or *after* the other side. This applies to **all** characters of the side with Initiative unless the Optional Initiative System is used. The owning Player may not have some of his characters move before and some after the enemy. He or she must choose one or the other to apply to all his characters uniformly.

16.14.3.1. Divine Intervention Phase

Calls for Divine Intervention are made and their effects are determined secretly by the Referee.

16.14.3.2. Missile Arrival Phase

Previously fired missiles having taken more than one second to fly to the target, arrive on target. This applies also to missile-like magical weapons such as a "Sparkbolt", etc..



Hand-axe from the south-east Imperium

16.14.3.3. Spell Phase

Previously cast spells and miracles – that is, those that were initiated last Melee Round or previously – come into effect. (*Exception:* There are a few spells whose activation is described as "instantaneous" according to the particular spell description; these activate immediately, even if cast in this sub-phase.) Those of characters with Initiative in the current Melee Round, regardless of Initiative status when the spells were cast, are effected first. New spells and miracles are initiated, subtracting Action Points. Magic-users may attempt to use spell cancellation, if applicable.

16.14.3.4. Missile Weapon Phase

Characters with readied, previously loaded missile weapons may aim and fire them, subtracting the number of Action Points these operations require. Characters with Initiative fire first. Characters wishing to ready missile weapons may do so, subtracting the required Action Points.

16.14.3.5. Special Maneuver Arrival Phase

Characters executing "jumping" attacks, for example a martial arts "flying drop kick" arrive on target. Characters with Initiative execute their attacks first.

16.14.3.6. First Attack Phase

Any characters within a Strike Zone of a hostile character (see below) may be attacked by that character. There is a specific meaning to this: if a character ends up, at the end of the last Melee Combat round, within the Strike Zone of a hostile being, the former character is liable to be attacked **without** the benefit of first moving away. Characters with Initiative execute their strikes first.

Each attempted strike, successful or not, counts as one "attack" against the implementing character's "attacks allowed per Tactic Card". However, a character with more than one attack per Tactic Card is not obligated to execute them all in this sub-Phase; they may be withheld for use later in the current Melee Round, as long as they are all executed under the same Tactic Card as was used for the *first* attack under that particular Tactic Card. The required number of Action Points are subtracted from the totals available to the characters taking part in the combat.

16.14.3.7. First Action Phase

Any characters of the side moving first wishing to and capable of movement move up to the limit of their Pulse Movement Allowance, initiating Martial Arts maneuvers in the process. (In most cases this will amount to one to three squares or hexes.) The required number of Action Points are subtracted from the totals available to the characters that moved.

16.14.3.8. Second Attack Phase

Any characters within a Strike Zone of a hostile character may be attacked by that character. Characters with Initiative execute their strikes first. Each attempted strike, successful or not, counts as one "attack" against the implementing character's "attacks allowed per Melee Round". The required number of Action Points are subtracted from the totals available to the characters taking part in the combat.

16.14.3.9. Second Action Phase

Any characters of the side moving second wishing to and capable of movement move up to the limit of their Pulse Movement Allowances, initiating Martial Arts maneuvers in the process. The required number of Action Points are subtracted from the totals available to the characters that moved.

16.14.3.10. Third to (n) Attack Phase

Any characters within a Strike Zone of a hostile character may be attacked by that character. characters with Initiative execute their strikes first. The required number of Action Points are subtracted from the totals of the characters taking part in the combat.

16.14.3.11. Third to (n) Action Phase

Any characters of the side moving first wishing to and capable of movement move up to the limit of their Pulse Movement Allowances, initiating Martial Arts maneuvers in the process. The required number of Action Points are subtracted from the totals available to the characters that moved.

After this sub-phase, actions continue following the pattern established above; that is, the Attack and Action Phases repeat, with the sides moving in alternate order, until all Action Points that are to be used in the current Melee Round have been accounted for. (Note that this can be fewer Action Points than one or more characters may theoretically have at their disposal, since some actions may require the expenditure of a large number of Action Points across multiple Melee Rounds.)

16.14.3.12. Record-Keeping Phase

Players and the Referee perform such miscellaneous bookkeeping as is necessary, for example crossing dead or unconscious characters off lists, subtracting lost Pain, Fatigue and Body Points etc.. This would be a good time for players to look over the situation and decide what their next moves will be, remembering of course that they should not be able to talk to each other.





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16.14.4. Combat-Related Factors Example

Due to the relative complexity of the combat system of *Shakhàn* as described above, it may be helpful to give an example of what the various combat-related factors of a typical character, in this case a Level V fighter/warrior, would look like. This is given in the table below.

Factor	Normal Values
Frequency	Very common
Number Appearing	Variable
Body Form / Appearance / Smell	Standard humanoid
Size / Power Distribution	(1)– very small, (2-3)– small, (4-17)– average, (18-19)– large, (20) very large
Moral Alignment	(1-5)– evil, (6-15)– neutral, (16-20) good
Aggressiveness	Average
Level (primary)	V (5)
Strength	11
Agility	Adjusted: 11 (- 6 armour reduction) = 5
Dexterity	11
Constitution	11
Intelligence	11
Willpower	11
Vision	11
Magic Resistance	11
Height / Weight	1.6 m. 40 kg.
Tactic Card Allowance (TCA)	1 / Melee Rd.
Attacks per Card	1
Action Point Allowance (MA)	$[(\text{Adjusted Agility (5)} + \text{Strength (11)}) / 3] = 5 + (1 \text{ for each } .5 \text{ metre in Height or body length} = 3) = \text{final MA of } 8$
Special Movement	none
Fatigue Reserve (FPR)	$(\text{Constitution score} \times 2 (22)) + \text{Conditioning Bonus (3 per level} \times 5 \text{ levels} = 15) = \text{final Fatigue Reserve of } 37$
Body Damage Reserve (BDR)	$(\text{Constitution score} \times 2 (22)) + \text{Race/Species Body Damage Reserve Bonus (6)} = \text{final BDR of } 28$
Armour Protection (APV)	20 overall (wood armour, no shield as it would unduly reduce Agility)
Special Defence	None (5% chance / Level of 1D3 pieces of armour being magical)
Combat Factor (CF)	$\{[(2 \times \text{Adjusted Agility (10)}) + \text{Strength (11)} + \text{Dexterity (11)}] / \text{Occupational Modifier (1.5)} = 21\} + \text{Weapon Training Bonus (4 per level} \times 5 \text{ levels} = 20) + \text{Level Modifier (2 per level} \times 5 \text{ levels} = 10) + \text{Weapon Modifier (0)} = \text{final Combat Factor of } 51$
Melee Weapon	Shortsword
Melee Weapon Damage Factor	2D6 per strike plus critical if applicable, -5 on Armour Penetration check
Special Melee Attack	None (5% chance / Level of Melee Weapon being magical)
Missile Factor (MSF)	$\{[(2 \times \text{Vision (22)}) + \text{Dexterity (11)}] / \text{Occupational Modifier (1.5)} = 22\} + \text{Missile Training Bonus (2 per level} \times 5 \text{ levels} = 10) + \text{Magic Modifier (0)} + \text{Weapon MSF Modifier (2)} = \text{final Missile Factor of } 34$
Missile Weapon	Shortbow
Missile Weapon Damage Factor	1D3 per strike plus critical if applicable, -5 on Armour Penetration check
Special Missile Attack	None (5% chance / Level of Missile launcher or projectiles being magical)
Unusual Ability	Can (Referee option) call for Divine Intervention
Unusual Weakness	Possible (Referee option) Mental or Physical Defects
Treasure	2D10 sp per level
Comments / Notes	Not applicable





16.15. Combat-Related Tables

16.15.1. Initiative Table

Initiative is normally checked for at the start of a Melee Combat Resolution and then alternates between the belligerent sides; at the option of the Referee, a new check may be made at the start of each new Melee Round; this may especially be necessary if there are three or more mutually antagonistic sides in a battle. The main significance of possessing Initiative for game purposes is, the side with Initiative may decide to move either before, or after, the enemy; this decision must be communicated to the Referee by the party leader of the side with Initiative and may not be rescinded until the next Melee Round. Initiative also has an effect as to whether a character "struck down" in combat will get a "dying blow" (see below).

Side "A" Side "B"	01-10	11-25	26-45	46-55	56-75	76-90	91-00
01-10	Roll Again	A	A	A	A*	A* (surprise)	A* (double surprise)
11-25	B	Roll Again	A	A	A	A*	A* (surprise)
26-45	B	B	Roll Again	A	A	A	A*
46-55	B	B	B	Roll Again	A	A	A
56-75	B*	B	B	B	Roll Again	A	A
76-90	B* (surprise)	B*	B	B	B	Roll Again	A
91-00	B* (double surprise)	B* (surprise)	B*	B	B	B	Roll Again

Results of the Table are as follows:

"A" Side "A" has the Initiative for the current Melee Round.

"B" Side "B" has the Initiative for the current Melee Round.

"*" If the side having Initiative is marked with an asterisk (*), at the option of the Referee, one of its characters who was killed by a single blow may still attempt a "dying strike" at his or her assailant, provided, of course, that the dying character played a Combat Tactic Card that would otherwise allow him or her to do so.

"Surprise" The indicated side has a "Free" Melee Round, as indicated in rule 7.8.5.1 of the Combat section. This result can normally only be obtained once at the start of a Melee Combat Resolution, unless some other significant factor (for example the arrival of a friendly party behind the enemy party) has since intervened; if obtained during the course of otherwise "normal" combat it counts simply as the indicated side having regular Initiative.

"Double Surprise" As above, except that the indicated side gets **two (2)** "Free" Melee Rounds. (The Referee may want to disallow this result except in truly exceptional circumstances, for example where a party asleep in its tent gets attacked "out of the blue" by a bandit gang, etc.).

Modifiers to Initiative Check

Each multiple (2x, 3x etc.) by which own party outnumbers the other party	-5
Each one grade/level of disciplined military training available to own party	+5
Own party has disciplined military training and other party has none whatsoever	+15
Own party is of a much larger species type than the other party	-10
Own party has attacked suddenly or without warning	+10
Own party was expecting an attack and had at least 5 Rounds to prepare	+20
Own party is in a carefully-prepared ambush (requires 1D6 hours to set up)	+20
Own party is able to fight while hidden (e.g. "Invisibility", etc.)	+10 to +50
Own party has an appropriate vision mode (e.g. infravision) unavailable to other	+10
Own party is arguing or otherwise preoccupied and the other party is not	-10
Own party is using a light source in the dark and the other party is not	-30





16.15.2. Melee Combat Results Table

Tactic Card Combat Differential	A (To Hit)	A (Mod)	B (To Hit)	B (Mod)	C (To Hit)	C (Mod)	D (To Hit)	D (Mod)	E (To Hit)	E (Mod)
Worse than -40	8	10	7	5	6	0	na	-5	5	4
-31 to -40	9	10	8	5	7	0	na	-5	6	3
-21 to -30	10	10	9	5	8	0	na	-5	7	2
-11 to -20	15	10	10	5	9	0	na	-5	8	1
-6 to -10	20	10	15	5	10	0	na	-5	9	0
-2 to -5	25	10	20	5	15	0	na	-5	10	0
-1 to +1	30	10	25	5	20	0	na	-5	15	0
+2 to +5	35	9	30	4	25	0	na	-5	20	0
+6 to +10	40	8	35	4	30	0	na	-10	25	0
+11 to +20	50	7	40	3	35	0	na	-10	30	-1
+21 to +30	60	6	50	3	40	0	na	-15	35	-2
+31 to +40	70	5	60	2	50	0	na	-15	40	-3
Better than +40	80	4	70	1	60	0	na	-20	45	-4

The number in the cross-index between the Combat Differential and the name of the Combat Tactic Card used by the **attacker** under the (To Hit) column, is the basic Success Threshold, equal to or below which the attacking character must roll on the percentage dice to strike the defending character in Melee Combat. The number immediately to the right under the (Mod) column, is the Defending Modifier of the **defender's** Tactic Card, which is added to the attacker's basic Success Threshold.

- Regardless of any of the above (or other) factors, a dice roll of "01" or "02" **always** results in a strike, while a dice roll of "99" or "00" **always** results in a miss.
- The Defending Modifier for a character playing the "G" (Non-Melee Actions) Tactic Card when attacked is **always** "25" to the attacker's favour.

Example

A character with a Combat Factor of "14" selects an Cautious Attack ("C") against an opponent with a Combat Factor of "12" who is himself playing the Aggressive Attack ("B") Card. When the attacking character attempts to strike, the Combat Differential here is "+2", which places it in the "+2 to +5" row of the Melee Combat Results Table; therefore, the basic Success Threshold to strike is "25" or less. However, when the effect of the defending character's Defending Modifier (an Aggressive Attack in the "-2 to -5" category) is factored in, it adds "5" to the chances of striking; the final Success Threshold is now "30" or less. When the second character attempts to attack, following the same procedure we can calculate that he has to roll "20" or less to strike the first character.

Editorial Note

Perceptive observers will note that there is a relatively low chance of striking an opponent on any given attack, particularly where the opponent's Combat Factor is reasonably close to that of the attacker. This is intentional... considering what can happen if you **do** get struck!

16.15.3. Strike Location Table

Body Area Struck Defender Body Form	Head	Neck	Upper Body	Lower Body	Arms	Legs	Roll Twice
Bipedal humanoid	01-15	16-20	21-50	51-70	71-85	86-95	96-00
Quadrupedal humanoid	01-12	11-13	16-30	31-60	61-75	76-95	96-00
Quadrupedal animal	01-10	11-20	21-50	51-65	66-75	76-95	96-00
Serpentine / snake-like	01-20	21-40	41-50	51-90	na	na	91-00
Indistinct / cloud-like	01-20	21-30	31-60	61-85	na	na	86-00
Avian / bird-like	01-10	11-20	21-30	31-50	51-70	71-95	96-00
Leafy plant	na	na	01-30	31-60	61-70	71-80	81-00
Tentacled / squid-like	01-05	06	07-40	41-60	61-85	86-95	96-00
Rounded	01	na	02-35	36-70	71-80	81-90	91-00
Insect / arachnid	01-10	11-15	16-40	41-70	71-85	86-95	96-00
Reptile / dinosaur / dragon	01-15	16-20	21-50	51-70	71-85	86-95	96-00
Winged serpent	01-20	21-40	41-50	51-80	na	81-90	91-00
Aquatic / fish-like	01-20	21-22	23-50	51-70	71-85	86-95	96-00
Crustacean	01-02	na	03-50	51-70	71-85	86-95	96-00
Other or general	01-20	21-30	31-50	51-70	71-85	86-95	96-00





Add "10" to the dice roll on the above table if the strike is the result of a fall, explosion or immersion.

Aimed Strikes: A character may attempt an "aimed" strike by declaring so prior to rolling the dice to hit. Such an attack is made at **half*** the character's normal Combat Factor; however, if a strike is indicated, there is a chance equal to (Dexterity x DMod of 5) that the strike will land in the body area that the character aimed at. If this check is failed, a regular check on the above table is made to determine hit location.

* A Martial Artist character is partially exempt from this restriction, as follows: When fighting characters of his or her own, or closely similar, body form (only), for each level of Martial Arts skill, a character adds **five (5)** per cent to the per centage of his or her Combat Factor used when attempting an aimed strike. For example, a character with three levels of Martial Arts would perform an aimed strike at 65 per cent [50 + (3 x 5 = 15)] of his or her normal Combat Factor.

16.15.4. Armour Protection Table

Armour Protection Penetration Roll	0 skin	10 furs	20 leather	30 wood	40 chain	50 scale	60 plate	70	80	90	100
Less than 01	nd	nd	ndw	ndw	ndw	ndw	ndw	ndw	ndw	ndw	ndw
01-05	nd	nd	nd	nd	nd	ndw	ndw	ndw	ndw	ndw	ndw
06-10	p	nd	nd	nd	nd	nd	ndw	ndw	ndw	ndw	ndw
11-15	p	nd	nd	nd	nd	nd	nd	ndw	ndw	ndw	ndw
16-20	p	p	nd	nd	nd	nd	nd	nd	ndw	ndw	ndw
21-25	p	p	nd	nd	nd	nd	nd	nd	nd	ndw	ndw
26-30	p	p	p	nd	nd	nd	nd	nd	nd	nd	ndw
31-35	p	p	p	nd	nd	nd	nd	nd	nd	nd	nd
36-40	p	p	p	p	nd	nd	nd	nd	nd	nd	nd
41-45	p	p	p	p	p	nd	nd	nd	nd	nd	nd
46-50	p	pc	p	p	p	p	nd	nd	nd	nd	nd
51-55	pc1	p1	p1	p1	p1	p1	p1	nd1	nd1	nd1	nd1
56-60	pc1	p1	p1	p1	p1	p1	p1	p1	p1	nd1	nd1
61-65	pc1	pc1	p1	p1	p1	p1	p1	p1	p1	nd1	nd1
66-70	pc1	pc1	pc1	p1	p1	p1	p1	p1	p1	p1	p1
71-75	pc1	pc1	pc1	pc1	p1	p1	p1	p1	p1	p1	p1
76-80	pc2	pc2	pc2	pc2	pc2	pc2	p2	p2	p2	p2	p2
81-85	pc2	pc2a	pc2a	pc2	pc2	pc2	pc2	pc2	p2	p2	p2
86-90	pc2	pc2a	pc2a	pc2a	pc2	pc2	pc2	pc2	pc2	pc2	p2
91-95	pc2	pc2a	pc2a	pc2a	pc2a	pc2	pc2	pc2	pc2	pc2	pc2
96-100	pc2	pc2a	pc2a	pc2a	pc2a	pc2a	pc2a	pc2a	pc2a	pc2a	pc2
More than 100	pc3	pc3a	pc3a	pc3a	pc3a	pc3a	pc2a	pc2a	pc2a	pc2a	pc2a

The code in the cross-index between the defender's Armour Protection value in the body area struck, and the result of the Armour Penetration dice roll describes the outcome of the attempt to penetrate the defender's armour. It is interpreted as follows:

- w** No regular damage was done, as the defender's armour was not penetrated; however, the attacker's weapon, if applicable, may have suffered damage. The chance of this is "100" minus the composition factor of the weapon's blade or contact surface; for example, a metal sword usually has a composition factor between 60 and 80 depending on its alloy, so for this type of weapon there would be a 20 to 40 per cent chance of it being damaged. Damage is assessed as follows: (01-25) Weapon permanently ruined; (26-50) weapon unusable, but can be repaired; (51-75) weapon loses half its damage factor; (76-00) weapon loses 25 per cent of its damage factor.
- nd**.... No regular damage was done, as the defender's armour was not penetrated. Note that if the attacker was using a concussion-style weapon, the defender may still suffer concussion damage.
- p**..... This indicates penetration of the armour; the defender suffers a "flesh wound" in keeping with how much damage normally done by the attacker's weapon type. If obtained against a raised shield, it counts as an "a" result; the defender does not directly suffer any damage, but a second penetration check must now be made.
- c**..... This indicates a Critical Hit; the unfortunate defender suffers a Critical Hit in the body area struck. Note that when checking on the applicable Critical Hit Table, a Critical Hit inflicted by a "full" concussion-type weapon, for example a club or ordinary mace, has a modifier of "-20" applied to the dice roll; a Hit inflicted by a "partial" concussion-type weapon, for example a spiked mace, flail or morning star, has a modifier of "-15" applied.
- (x)**.... A number in the code indicates a "knocked off balance" result; the defender, having been unbalanced as a result of the force of the impact of the attacker's strike, loses the next (x) number of Combat Tactic Cards that he or she would otherwise have been able to play. For example, if this number was "2", the defender would lose the next two Tactic Cards that he or she would otherwise play; if attacked while in this condition, the defender counts as playing the "G" (Non-Melee Actions) Tactic Card.
- a**..... The defender's armour in the area struck, if applicable, may have suffered damage. The chance of this is "100" minus the composition factor of the armour; for example, chainmail armour usually has a composition factor about 40 depending on its alloy, so for this type of armour there would be a 60 per cent chance of it being damaged. Damage is assessed as follows: (01-25) Armour permanently ruined; (26-50) armour rendered unusable, but can be repaired; (51-75) armour drops to half its previous protection factor; (76-00) armour drops to 75 per cent of its previous protection factor.





Regardless of any of the above (or other) factors, a dice roll of "01" or "02" **always** results in a miss, while a dice roll of "99" or "00" **always** results in a penetration.

Modifiers

Attack Type	Modifier
Weapon or missile type	(per weapon statistics: see below)
Missile weapon "long range velocity penalty": per 10 metres <i>past</i> half normal maximum range from the firer to the target*	-2
Missile weapon "short range velocity bonus": per 10 metres <i>below</i> half normal maximum range from the firer to the target**	+2
Impaled on "set" weapon	+15
Immersion (per Magnitude)	+5
Falling, being thrown (per 10 metres)	+5
Attacker Strength score, per 3 points under 11	-1
Attacker Strength score, per 3 points over 11	+1

* For example, a missile projectile with a normal maximum range of 100 metres strikes its target at a range of 70 metres from where it was fired. In this case, half the weapon's normal maximum range is "50"; therefore, "4" is subtracted from the Penetration check (70 - 50 = 20, giving a 4 penalty).

** For example, a missile projectile with a normal maximum range of 80 metres strikes its target at a range of 10 metres from where it was fired. In this case, half the weapon's normal maximum range is "40"; therefore, "6" is added to the Penetration check (40 - 10 = 30, giving a 6 bonus).

A character wishing to raise a shield to protect against a strike may use it as follows: he or she must have had the shield "at the ready" prior to the attack, and then must pass a check against [(Adjusted Agility + Dexterity) x DMod of 4 for a large shield or 3 for a small shield].

- If the check is **passed**, an Armour Penetration check is first made against the shield, ignoring all results except "p", "w" and "a". If any of the latter results are obtained, a second check must be rolled against the part of the defender's body that he or she was attempting to protect with the shield.
- If the check is **failed**, it counts as a "1" result (the defender is off balance and loses the next Tactic Card that he or she would otherwise have been able to play).

16.15.5. Critical Hits to Head Area

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-20	Skull fracture	(01-25) Immediate unconsciousness, with 50% chance of coma lasting 1D100 days; (26-80) 1D3 organic mental defects; (81-00) immediate unconsciousness leading to death in 1D10 game minutes	1D10	1D6 (♠♦)
21-30	Major nerve severed	(01-20) 1D3 organic nervous system defects; (21-40) reduce Agility, Dexterity and Physical Beauty by 50% each due to nervous "twitch"; (41-80) triple Pain; (81-00) all of the above	1D20	1 (♠)
31-40	Nasal system shattered	Sense of Smell reduced to "1"; reduce Physical Beauty by 25%	1D4	1 (♥)
41-50	Teeth knocked out / tongue severed	(01-25) Mute (cannot use spoken languages); (26-50) reduce Physical Beauty by 50%; (51-00) both of the above	2D4	1 (♥)
51-60	Jaw or chin shattered	(01-25) Reduce language fluency by 75%; (26-50) lose 1D10 teeth in 1D6 days, reduce Physical Beauty by 1D6; (51-00) both of the above	2D3	1 (♥)
61-70	Ears or auditory system severed	(01-50) Reduce Hearing by 50%; (51-75) Reduce Hearing by 80%; (76-00) Reduce Agility by 50%	1D6	1
71-80	Eyes or visual system destroyed	(01-50) Blind in one eye (reduce Vision by 50%); (51-00) blind in both eyes (reduce Combat scores appropriately)	2D6	1D2
81-95	Brain damage	(01-25) Coma lasting 1D100 days with 40% chance of death at end; (26-60) 1D4 + 1 organic or psychological mental defects; (61-00) instant death	1D12	1D4 (♠♦)
96-98	Severe scarring	Reduce Physical Beauty by 25 + 2D20%	1D3	1
99-00	(Roll Twice)	Ignore this result if obtained again	na	na





16.15.6. Critical Hits to Neck Area

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-20	<i>Broken neck</i>	(01-40) Complete paralysis in 50 + 1D50% of limbs (round fractions up); (41-60) 1D3 organic mental defects; (61-00) instant coma; death in 1D3 game minutes	3D6	1D3 (♦♦)
21-25	<i>Fractured cerebrospinal vertebra</i>	As for "Broken neck", except subtract 15 from effects dice roll	2D6	1 (♦♦)
26-30	<i>Severe glandular damage</i>	One glandular-related physical defect of Referee's choice	1D3	1 (♦♦)
31-40	<i>Vocal chords punctured or severed</i>	Mute (unable to use spoken language); also, 10% cumulative chance of drowning in own blood, if Bleeding begins and lasts for more than 5 contiguous Melee Rounds	1D4	1D3 (♥)
41-50	<i>Windpipe punctured or severed</i>	As for "Vocal chords punctured" above, except: 20% chance of drowning in own blood, and 1% cumulative chance of death due to lack of oxygen (0.5% chance if victim does not engage in strenuous activity)	1D3	1D3 (♥)
51-60	<i>Minor vein or artery severed</i>	See Bleeding effects	1D4	2D4
61-75	<i>Major vein or artery severed</i>	See Bleeding effects	1D6	3D4
76-98	<i>Neck severed</i>	Instant death, unless multi-headed or brain located elsewhere than head	2D12	3D6
99-00	<i>(Roll Twice)</i>	Ignore this result if obtained again	na	na

16.15.7. Critical Hits to Thorax or Upper Body Area

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-15	<i>4D20% of upper ribs broken</i>	(01-10) Roll 1D4 times more on main chart– extra damage due to bone fragments; (11-21) double Pain if victim engages in strenuous activity; (22-00) reduce Strength, Agility and Dexterity by 50% each	1D10	1D6 (♦♦)
16-25	<i>Upper spine severed or crushed</i>	(01-10) Double Pain; (11-70) paralyzed in 25 + 1D100% of limbs; (71-00) lungs and heart paralyzed, death in 1D10 Melee Rounds	1D20	2D6 (♦♦)
26-30	<i>Severe muscle tissue damage</i>	(01-10) Double Pain; (11-50) reduce Strength, Agility and Dexterity by 20 + 1D20%; (51-00) both of the above	3D4	1D3 (♦♦)
31-35	<i>Collarbone smashed</i>	(01-10) Double Pain; (11-50) reduce Agility and Dexterity by 10 + 1D20%; (51-00) both of the above	1D6	1D3 (♦♦)
36-50	<i>Heart punctured</i>	(01-10) Triple Bleeding; (11-25) triple Pain; (26-50) both of the above; (51-00) immediate incapacitation; death in 1D4 Melee Rounds. See "Long-Term Damage to Internal Organs" for other effects.	2D8	4D6 (♠)
51-60	<i>Lung ruptured (01-65) 1 lung; (66-00) all lungs</i>	(01-10) Reduce Combat Factor by 50%; (11-30) double Pain if victim exerts him/herself; (31-50) 10% cumulative chance per Melee Round that lung will be unusable; (51-00) lung immediately unusable. Note: Death follows 1D6 Melee Rounds after a character has no usable lungs. See "Long-Term Damage to Internal Organs" for other effects.	1D10	2D4 (♠)
61-65	<i>Windpipe or Esophagus severed</i>	20% chance of drowning in own blood, and 1% cumulative chance of death due to lack of oxygen (0.5% chance if victim does not engage in strenuous activity)	1D3	1D3 (♥)
66-70	<i>Diaphragm sliced</i>	(01-80) Double Pain caused by exertion; (81-00) roll as for "Lung ruptured"; victim will experience severe Pain when attempting to breathe	1D8	1D3 (♠)
71-80	<i>Minor vein or artery severed</i>	See Bleeding effects	1D4	2D4 (♥)
81-85	<i>Major vein or artery severed</i>	See Bleeding effects	1D6	3D4 (♥)
86-98	<i>Thorax bisected</i>	(01-02) Multiply Bleeding by "4"; (03-05) roll again on main chart 1D6 times; (06-00) instant death (victim has been cut in half)	2D12	3D8 (♠)
99-00	<i>(Roll Twice)</i>	Ignore this result if obtained again	na	na





16.15.8. Critical Hits to Abdomen or Lower Body Area

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-05	<i>Hip joint shattered</i>	(01-10) Reduce Agility by 50%; (11-25) reduce Agility by 75%; (25-50) double Pain caused by strenuous activity; (51-00) all of the above	2D6	3D4 (♠♦)
06-10	<i>Pelvis shattered</i>	As for "Hip joint shattered", except add 5 to the effects dice roll	2D8	3D6 (♠♦)
11-20	<i>Cervical spine severed or crushed</i>	(01-10) Double Pain; (11-80) paralyzed in 25 + 1D100% of limbs; (81-00) lungs and heart paralyzed, death in 1D10 Melee Rounds	1D20	2D6 (♠♦)
21-25	<i>1D20% of lower ribs broken</i>	(01-10) Roll 1D4 times more on main chart— extra damage due to bone fragments; (11-21) double Pain if victim engages in strenuous activity; (22-00) reduce Strength, Agility and Dexterity by 50% each	1D10	1D6 (♠♦)
26-40	<i>Stomach punctured</i>	(01-20) Increase Bleeding by 50%; (21-80) increase chance of later infection by 80%; (81-00) no other damage	3D4	1D4 (♠)
41-50	<i>Miscellaneous internal organ damaged</i>	Organ damaged is: (01-10) gall bladder; (11-25) spleen; (26-50) kidneys; (51-75) liver; (71-80) pancreas; (81-85) appendix; (86-00) other. Effects are (01-25) Increase Bleeding by 1D100%; (26-50) increase Pain by 1D100%; (51-75) increase chance of later infection by 50%; (76-00) all of the above. See "Long-Term Damage to Internal Organs" for other effects.	1D8	1D6 (♠)
51-55	<i>Small intestine sliced</i>	Increase chance of later infection by 70%; on a check of 30 or less the victim's guts have been caught and drawn out, causing death in 1D20 Melee Rounds and triple Pain	2D6	1D6 (♠)
56-60	<i>Large intestine sliced</i>	Increase chance of later infection by 75%; see above for gutting of victim	2D6	1D8 (♠)
61-65	<i>Transverse colon sliced</i>	Increase chance of later infection by 80%	2D6	1D8 (♠)
66-70	<i>Minor vein or artery severed</i>	See Bleeding effects	1D4	2D4 (♥)
71-75	<i>Major vein or artery severed</i>	See Bleeding effects	1D6	3D4 (♥)
76-80	<i>Genital damage</i>	(01-25) If male, genitals severed; double Bleeding and Pain; (26-50) rendered sterile; (51-75) increase Bleeding by 1D100%; (76-00) all of the above	3D6	2D4 (♥)
81-98	<i>Disemboweled</i>	(01-02) Multiply Bleeding by "4"; (03-05) roll again on main chart 1D6 times; (06-00) instant death (victim has been cut in half)	2D12	3D8 (♠)
99-00	<i>(Roll Twice)</i>	Ignore this result if obtained again	na	na





16.15.9. Critical Hits to Arms

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-10	Severe damage to muscle tissue	(01-10) Double Pain; (11-50) reduce Strength and Dexterity by 20 + 1D20%; (51-00) both of the above	1D3	1D2 (♦♦)
11-15	Shoulder joint shattered	(01-70) This arm is unusable; (71-00) no effect. <i>Note:</i> A character's Dexterity is reduced in proportion to the proportion of his or her arms made unusable; it is halved again if the unusable arm is the character's right or favored arm	1D6	1D3 (♦♦)
16-20	Proximal arm bone broken	(01-75) This arm is unusable; (76-00) no effect. See above for effects of unusable arms.	1D4	1D2 (♦♦)
21-25	Elbow joint smashed	(01-80) This arm is unusable; (81-00) no effect. See above for effects of unusable arms.	1D4	1D2 (♦♦)
26-40	Distal arm bone broken	(01-70) This arm is unusable; (71-00) no effect. See above for effects of unusable arms.	1D4	1D2 (♦♦)
41-45	Wrist joint broken	(01-65) This arm is unusable; (66-00) no effect. See above for effects of unusable arms.	1D8	na
46-50	Hand or finger bones broken	1D50% of fingers are broken; reduce Dexterity in like proportion	1D3	na
51-55	Fingers amputated	1D100% of fingers have been severed; reduce Dexterity in like proportion	2D3	1D4
56-70	Hand amputated at wrist	(01-85) This arm is unusable; (86-00) no effect. See above for effects of unusable arms.	1D6	1D8
71-85	Distal arm amputated at elbow	(01-90) This arm is unusable; (91-00) no effect. See above for effects of unusable arms.	1D8	1D8+2
86-98	Entire arm amputated at shoulder	(01-95) This arm is unusable; (96-00) no effect. See above for effects of unusable arms.	1D10	1D10
99-00	(Roll Twice)	Ignore this result if obtained again	na	na

16.15.10. Critical Hits to Legs

Dice Roll	Injury Type	Effects	Pain	Bleeding
01-05	Severe damage to muscle tissue	(01-10) Double Pain; (11-50) reduce Strength and Dexterity by 20 + 1D20%; (51-00) both of the above	1D6	1D3 (♦♦)
06-10	Hip joint shattered	(01-60) This leg is unusable; (61-00) no effect. <i>Note:</i> A character's Agility is reduced in proportion to the proportion of his or her legs made unusable. Also, once half or more of the character's legs are unusable, he or she must pass a check against (Agility x DMod of 5) each Melee Round, or fall prone.	1D8	1D4 (♦♦)
11-15	Proximal leg bone (thighbone) broken	(01-75) This leg is unusable; (76-00) no effect. See above for effects of unusable legs.	1D8	1D4 (♦♦)
16-20	Knee joint broken	(01-95) This leg is unusable; (96-00) no effect. See above for effects of unusable legs.	2D8	1D3 (♦♦)
21-30	Distal leg bone (shinbone) broken	(01-70) This leg is unusable; (71-00) no effect. See above for effects of unusable legs.	1D6	1D3 (♦♦)
31-40	Ankle joint broken	(01-90) This leg is unusable; (91-00) no effect. See above for effects of unusable legs.	2D6	1D2 (♦♦)
41-45	Foot or toe bones broken	1D50% of toes are broken; reduce Agility in like proportion	1D3	na
46-50	Achilles tendon cut	(01-80) This leg is unusable; (81-00) no effect. See above for effects of unusable legs.	1D8	1D3
51-55	Toes amputated	1D100% of toes have been severed; reduce Agility in like proportion	2D3	1D4
56-70	Foot amputated at ankle	(01-85) This leg is unusable; (86-00) no effect. See above for effects of unusable legs.	1D6+1	1D8+1
71-85	Distal leg amputated at knee	(01-90) This leg is unusable; (91-00) no effect. See above for effects of unusable legs.	1D8+1	1D8+3
86-98	Entire leg amputated at thigh	(01-95) This leg is unusable; (96-00) no effect. See above for effects of unusable legs.	1D10+1	1D10+1
99-00	(Roll Twice)	Ignore this result if obtained again	na	na

A Critical Hit inflicted by a "full" concussion-type weapon, for example a club or ordinary mace, has a modifier of "-20" applied to the dice roll on the Critical Hit Table in question; a Critical Hit inflicted by a "partial" concussion-type weapon, for example a spiked mace, flail or morning star, has a modifier of "-15" applied.





Bleeding normally immediately upon damage being inflicted, and it continues for 2D20 Melee Rounds thereafter.

- ♦ This symbol indicates Bleeding which has only a 50 per cent chance of starting when inflicted; there is a 40 per cent chance it will start on any subsequent Melee Round that the damaged character engages in strenuous activity.
- ♠ This symbol indicates internal Bleeding, not normally visible to characters except with careful observation.
- ♥ This symbol indicates Bleeding that might (01-50) be internal or (51-00) be external.

16.15.11. How to Use Armouring

Artificial armouring can be obtained in a number of different locations, but is usually first purchased in an armory, where weapons can also be obtained. Other than the cost, a piece of armour can only be worn if the following conditions are met.

16.15.11.1. Body Forms Fit by Armour

The armour must fit the somatic, or body, form of the character who wishes to wear it. For example, a piece of armour designed for a human being would not fit a *Nika'Khàdra*, because the latter has a totally different body size and form. The somatic form of the piece of armour in question can be found by a check against the following table.

Dice Roll	Body Form Armour Fits
01-60	Fits "standard" humanoid body form (human, <i>Bènli</i> , etc.)
61-75	Fits quadruped humanoid body form (<i>Arda</i> , <i>Hàmyé</i> , etc.)
76-90	Fits other quadruped humanoid body form (<i>Nika'Khàdra</i> , <i>Changala</i> , etc.)
91-98	Fits unusual or other body forms (<i>Hlon</i> , <i>Motna'ta</i> , etc.)
99-00	Fits all body forms; special type that self-adjusts

A character may never wear armour that is not meant for his or her body form.

16.15.11.2. Body Sizes Fit by Armour

A piece of armouring must fit the approximate body size of the character, relative to his or her somatic form. For example, a piece of armour designed for a very large character will not fit a small character of the same species. Both the height and weight of the character is taken into account; this has been abstracted to an extent, to avoid an undue amount of book-keeping as well as for game balance.

If **either** the character's height or weight categories are found in the description of what body size the armour fits, the character may use the armour piece in question. The size of the armour may be determined as follows:

Dice Roll	Body Size Armour Fits
01-08	Fits a character of "Very Short" height and/or "Very Light" weight
09-23	Fits a character of "Short" height and/or "Light" weight
24-68	Fits a character of "Average" height and/or "Average" weight
69-78	Fits a character of "Tall" height and/or "Heavy" weight
79-88	Fits a character of "Very Tall" height and/or "Massive" weight
89-98	Fits a character of "Huge" height and/or "Bloated" weight
99-00	Fits all body sizes; special type that self-adjusts

If a character attempts to wear armour *one* size too large or small for it, for example if a character of "Average" height attempts to wear armour meant for someone of "Tall" height, this is allowed; however the Agility Reduction of that piece of armour is **doubled**. Armour **two** or more sizes too large or small cannot be worn *at all*.





16.15.12. Armour Characteristics Charts

16.15.12.1. Breastplates

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	APV: 3 AGR: 2 ENC: 1	APV: 10 AGR: 2 ENC: 1	APV: 20 AGR: 3 ENC: 2	APV: 30 AGR: 4 ENC: 3	APV: 40 AGR: 4 ENC: 3	APV: 50 AGR: 5 ENC: 4
11-45	Usual (D)	APV: 5 AGR: 1 ENC: 0.5	APV: 15 AGR: 1 ENC: 1	APV: 25 AGR: 2 ENC: 2	APV: 35 AGR: 3 ENC: 3	APV: 45 AGR: 3 ENC: 3	APV: 55 AGR: 4 ENC: 4
46-90	Good (C)	APV: 10 AGR: 1 ENC: 0.5	APV: 20 AGR: 1 ENC: 1	APV: 30 AGR: 2 ENC: 2	APV: 40 AGR: 3 ENC: 3	APV: 50 AGR: 3 ENC: 3	APV: 60 AGR: 4 ENC: 4
91-95	Very Good (B)	APV: 15 AGR: 0 ENC: 0.5	APV: 25 AGR: 1 ENC: 1	APV: 35 AGR: 2 ENC: 2	APV: 45 AGR: 3 ENC: 3	APV: 55 AGR: 3 ENC: 3	APV: 65 AGR: 4 ENC: 4
96-98	Excellent (A)	APV: 20 AGR: 0 ENC: 0.3	APV: 30 AGR: 1 ENC: 0.5	APV: 40 AGR: 2 ENC: 2	APV: 50 AGR: 2 ENC: 3	APV: 60 AGR: 2 ENC: 3	APV: 70 AGR: 3 ENC: 3
99-00	Exceptional (A+)	APV: 20 AGR: 0 ENC: 0.1	APV: 35 AGR: 0 ENC: 0.5	APV: 45 AGR: 1 ENC: 2	APV: 55 AGR: 2 ENC: 2	APV: 65 AGR: 2 ENC: 2	APV: 75 AGR: 2 ENC: 2

A Breastplate protects the thorax or upper body region of a character; it usually protects both the front, back and sides.

APV.....This is the Armour Protection Value of the piece of armour in question.

AGR.....This is the standard Agility Reduction of the piece of armour.

ENC.....This is the standard Encumbrance of the piece of armour, quantified in kilograms or fractions of a kilogram.

16.15.12.2. Abdomenal Coverings

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	APV: 3 AGR: 1 ENC: 0.5	APV: 10 AGR: 1 ENC: 0.5	APV: 20 AGR: 2 ENC: 1	APV: 30 AGR: 3 ENC: 2	APV: 40 AGR: 3 ENC: 2	APV: 50 AGR: 4 ENC: 3
11-45	Usual (D)	APV: 5 AGR: 0 ENC: 0.3	APV: 15 AGR: 0 ENC: 0.5	APV: 25 AGR: 1 ENC: 1	APV: 35 AGR: 2 ENC: 2	APV: 45 AGR: 2 ENC: 2	APV: 55 AGR: 3 ENC: 3
46-90	Good (C)	APV: 10 AGR: 0 ENC: 0.3	APV: 20 AGR: 0 ENC: 0.5	APV: 30 AGR: 1 ENC: 1	APV: 40 AGR: 2 ENC: 2	APV: 50 AGR: 2 ENC: 2	APV: 60 AGR: 3 ENC: 3
91-95	Very Good (B)	APV: 15 AGR: 0 ENC: 0.3	APV: 25 AGR: 0 ENC: 0.5	APV: 35 AGR: 1 ENC: 1	APV: 45 AGR: 2 ENC: 2	APV: 55 AGR: 2 ENC: 2	APV: 65 AGR: 3 ENC: 3
96-98	Excellent (A)	APV: 20 AGR: 0 ENC: 0.2	APV: 30 AGR: 0 ENC: 0.3	APV: 40 AGR: 1 ENC: 1	APV: 50 AGR: 1 ENC: 1	APV: 60 AGR: 1 ENC: 2	APV: 70 AGR: 2 ENC: 2
99-00	Exceptional (A+)	APV: 20 AGR: 0 ENC: 0.1	APV: 35 AGR: 0 ENC: 0.3	APV: 45 AGR: 0 ENC: 1	APV: 55 AGR: 1 ENC: 1	APV: 65 AGR: 1 ENC: 1	APV: 75 AGR: 1 ENC: 1

Abdomenal coverings protect the abdomen or lower body region of a character; and usually protect both the front, back and sides.





16.15.12.3. Helmets, Armpieces and Legpieces

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	APV: 3 AGR: 1 ENC: 0.2	APV: 10 AGR: 1 ENC: 0.3	APV: 20 AGR: 2 ENC: 0.5	APV: 30 AGR: 2 ENC: 1	APV: 40 AGR: 2 ENC: 1	APV: 50 AGR: 3 ENC: 3
11-45	Usual (D)	APV: 5 AGR: 0 ENC: 0.2	APV: 15 AGR: 0 ENC: 0.3	APV: 25 AGR: 1 ENC: 0.5	APV: 35 AGR: 1 ENC: 1	APV: 45 AGR: 1 ENC: 1	APV: 55 AGR: 2 ENC: 2
46-90	Good (C)	APV: 10 AGR: 0 ENC: 0.2	APV: 20 AGR: 0 ENC: 0.3	APV: 30 AGR: 1 ENC: 0.5	APV: 40 AGR: 1 ENC: 1	APV: 50 AGR: 1 ENC: 1	APV: 60 AGR: 2 ENC: 2
91-95	Very Good (B)	APV: 15 AGR: 0 ENC: 0.2	APV: 25 AGR: 0 ENC: 0.3	APV: 35 AGR: 1 ENC: 0.5	APV: 45 AGR: 1 ENC: 1	APV: 55 AGR: 1 ENC: 1	APV: 65 AGR: 2 ENC: 2
96-98	Excellent (A)	APV: 20 AGR: 0 ENC: 0.1	APV: 30 AGR: 0 ENC: 0.2	APV: 40 AGR: 0 ENC: 0.5	APV: 50 AGR: 1 ENC: 1	APV: 60 AGR: 1 ENC: 1	APV: 70 AGR: 1 ENC: 1
99-00	Exceptional (A+)	APV: 20 AGR: 0 ENC: 0.1	APV: 35 AGR: 0 ENC: 0.2	APV: 45 AGR: 0 ENC: 0.5	APV: 55 AGR: 1 ENC: 0.5	APV: 65 AGR: 1 ENC: 0.5	APV: 75 AGR: 1 ENC: 0.5

Arm or leg coverings protect the arms and legs respectively; on a check of (01-75) the coverings are a type that will only protect the arms or legs if struck from the front or sides; on a check of (76-00) they will protect from all directions.

For the sake of simplicity, assume that a helmet will always protect the head area. The degree of neck protection afforded by a helmet is determined by a dice check: (01-25) Provides no protection whatsoever to neck area; (26-75) protects back and sides of neck only; (76-00) protects both front, back and sides of neck.

16.15.12.4. Shields

Quality Dice Roll	Armour Composition Armour Quality	Leather (small)	Leather (large)	Wood (small)	Wood (large)	Metal (small)	Metal (large)
01-10	Poor (E)	APV: 3 AGR: 2 ENC: 1	APV: 3 AGR: 2 ENC: 1	APV: 20 AGR: 3 ENC: 2	APV: 20 AGR: 3 ENC: 2	APV: 40 AGR: 5 ENC: 4	APV: 40 AGR: 5 ENC: 4
11-45	Usual (D)	APV: 5 AGR: 1 ENC: 1	APV: 5 AGR: 1 ENC: 1	APV: 25 AGR: 3 ENC: 2	APV: 25 AGR: 3 ENC: 2	APV: 45 AGR: 4 ENC: 4	APV: 45 AGR: 4 ENC: 4
46-90	Good (C)	APV: 10 AGR: 1 ENC: 0.5	APV: 10 AGR: 1 ENC: 0.5	APV: 30 AGR: 3 ENC: 2	APV: 30 AGR: 3 ENC: 2	APV: 50 AGR: 4 ENC: 4	APV: 50 AGR: 4 ENC: 4
91-95	Very Good (B)	APV: 15 AGR: 1 ENC: 0.5	APV: 15 AGR: 1 ENC: 0.5	APV: 35 AGR: 2 ENC: 1	APV: 35 AGR: 2 ENC: 1	APV: 55 AGR: 3 ENC: 4	APV: 55 AGR: 3 ENC: 4
96-98	Excellent (A)	APV: 20 AGR: 0 ENC: 0.5	APV: 20 AGR: 1 ENC: 0.5	APV: 40 AGR: 1 ENC: 1	APV: 40 AGR: 2 ENC: 1	APV: 60 AGR: 2 ENC: 3	APV: 60 AGR: 3 ENC: 3
99-00	Exceptional (A+)	APV: 20 AGR: 0 ENC: 0.5	APV: 20 AGR: 0 ENC: 0.5	APV: 45 AGR: 1 ENC: 0.5	APV: 45 AGR: 1 ENC: 1	APV: 65 AGR: 2 ENC: 2	APV: 65 AGR: 2 ENC: 3

See the Armour Protection Table for rules pertaining to the use of shields in combat.





16.15.13. Weapon Characteristic Tables

16.15.13.1. Standard Swords / Edged Slashing Weapons

Quality Dice Roll	Weapon Type Usage Factors Weapon Quality	Dagger Sr: 4 Dr: 5 CFm: 0	Rapier Sr: 6 Dr: 6 CFm: 0	Parrying Sword Sr: 8 Dr: 8 CFm: -2	Short Sword Sr: 8 Dr: 6 CFm: 0	Long Sword Sr: 11 Dr: 6 CFm: -2	2-Handed Sword Sr: 15 Dr: 7 CFm: -3
01-10	Poor (E)	D: 1D6-2 A: -10	D: 1D6-2 A: -10	D: 1D6-2 A: -10	D: 2D6-2 A: -10	D: 2D6-1 A: -10	D: 3D6-2 A: -10
11-45	Usual (D)	D: 1D6-2 A: -5	D: 1D6-2 A: -5	D: 1D6-1 A: -5	D: 2D6-1 A: -5	D: 2D6 A: -5	D: 3D6-1 A: -5
46-90	Good (C)	D: 1D6 A: -1	D: 1D6+1 A: -1	D: 1D6+2 A: 0	D: 2D6 A: 0	D: 2D6+1 A: +1	D: 3D6 A: +3
91-95	Very Good (B)	D: 1D6 A: -1	D: 1D6+1 A: 0	D: 1D6+2 A: +1	D: 2D6 A: +1	D: 2D6+1 A: +2	D: 3D6 A: +3
96-98	Excellent (A)	D: 1D6+1 A: 0	D: 1D6+2 A: +1	D: 1D6+3 A: +1	D: 2D6+1 A: +2	D: 2D6+2 A: +3	D: 3D6+1 A: +4
99-00	Exceptional (A+)	D: 1D6+2 A: +1	D: 1D6+2 A: +1	D: 1D6+3 A: +2	D: 2D6+2 A: +3	D: 2D6+3 A: +4	D: 3D6+2 A: +5

16.15.13.2. Standard Axes

Quality Dice Roll	Weapon Type Usage Factors Weapon Quality	Hand-Axe Sr: 5 Dr: 4 CFm: 0	Standard Battle-Axe Sr: 9 Dr: 5 CFm: 0	Heavy Battle-Axe Sr: 12 Dr: 5 CFm: -2	2-Handed Battle-Axe Sr: 16 Dr: 6 CFm: -3	Halberd / Pole-Axe Sr: 16 Dr: 6 CFm: -4
01-10	Poor (E)	D: 1D6-2 A: -10	D: 2D6-2 A: -10	D: 2D6-1 A: -10	D: 3D6-2 A: -10	D: 3D6-2 A: -10
11-45	Usual (D)	D: 1D6-2 A: -5	D: 2D6-1 A: -5	D: 2D6 A: -5	D: 3D6-1 A: -5	D: 3D6-1 A: -5
46-90	Good (C)	D: 1D6 A: -1	D: 2D6 A: 0	D: 2D6+1 A: +1	D: 3D6 A: +3	D: 3D6+1 A: +5
91-95	Very Good (B)	D: 1D6 A: -1	D: 2D6 A: +1	D: 2D6+1 A: +2	D: 3D6 A: +3	D: 3D6+2 A: +6
96-98	Excellent (A)	D: 1D6+1 A: 0	D: 2D6+1 A: +2	D: 2D6+2 A: +3	D: 3D6+1 A: +4	D: 3D6+3 A: +7
99-00	Exceptional (A+)	D: 1D6+2 A: +1	D: 2D6+2 A: +3	D: 2D6+3 A: +4	D: 3D6+2 A: +5	D: 3D6+4 A: +8

16.15.13.3. Spears / Bladed Jabbing Weapons

Quality Dice Roll	Weapon Type Usage Factors Weapon Quality	Javelin Sr: 5 Dr: 5 CFm: +1	Hand Spear Sr: 6 Dr: 6 CFm: +2	Pike / Lance Sr: 11 Dr: 8 CFm: -2	Pole Arm Sr: 13 Dr: 8 CFm: -3
01-10	Poor (E)	D: 1D6-2 A: -5	D: 1D6-2 A: -5	D: 2D6-2 A: -5	D: 2D6-1 A: -5
11-45	Usual (D)	D: 1D6-2 A: -3	D: 1D6-1 A: -3	D: 2D6-1 A: -3	D: 2D6 A: -3
46-90	Good (C)	D: 1D6-1 A: 0	D: 1D6 A: 0	D: 2D6 A: 0	D: 2D6+1 A: +1
91-95	Very Good (B)	D: 1D6 A: 0	D: 1D6 A: +1	D: 2D6 A: +1	D: 2D6+1 A: +2
96-98	Excellent (A)	D: 1D6 A: +1	D: 1D6+1 A: +2	D: 2D6+1 A: +2	D: 2D6+2 A: +3
99-00	Exceptional (A+)	D: 1D6+1 A: +2	D: 1D6+2 A: +3	D: 2D6+2 A: +3	D: 2D6+3 A: +4





16.15.13.4. Full-Concussion Weapons

Quality Dice Roll	Weapon Type Usage Factors Weapon Quality	Club- "jury rigged"*** Sr: 8 Dr: 5 CFm: +1	Standard Club Sr: 10 Dr: 6 CFm: +2	Heavy Club Sr: 13 Dr: 7 CFm: +1	Standard Mace Sr: 11 Dr: 6 CFm: +1	Heavy Mace Sr: 14 Dr: 7 CFm: 0	Standard War Hammer* Sr: 12 Dr: 6 CFm: -1	Heavy War Hammer* Sr: 15 Dr: 7 CFm: -2
01-10	Poor (E)	D: 1D4-2 A: -20	D: 1D4-1 A: -15	D: 2D4-1 A: -15	D: 1D4 A: -10	D: 2D4 A: -10	D: 1D4 A: -15	D: 2D4 A: -15
11-45	Usual (D)	D: 1D4-1 A: -15	D: 1D4 A: -10	D: 2D4 A: -10	D: 1D4+1 A: -10	D: 2D4+1 A: -10	D: 1D4 A: -15	D: 2D4 A: -15
46-90	Good (C)	D: 1D4-1 A: -15	D: 1D4 A: -10	D: 2D4 A: -10	D: 1D4+1 A: -5	D: 2D4+1 A: -5	D: 1D4 A: -10	D: 2D4 A: -10
91-95	Very Good (B)	D: 1D4 A: -15	D: 1D4+1 A: -10	D: 2D4+1 A: -10	D: 1D4+2 A: -5	D: 2D4+2 A: -5	D: 1D4+1 A: -10	D: 2D4+1 A: -10
96-98	Excellent (A)	D: 1D4 A: -10	D: 1D4+1 A: -5	D: 2D4+1 A: -5	D: 1D4+2 A: 0	D: 2D4+2 A: 0	D: 1D4+1 A: -5	D: 2D4+1 A: -5
99-00	Exceptional (A+)	D: 1D4+1 A: -5	D: 1D4+2 A: 0	D: 2D4+2 A: 0	D: 1D4+3 A: +1	D: 2D4+3 A: +1	D: 1D4+2 A: 0	D: 2D4+2 A: 0

All weapons listed in the above Table are "concussion-eligible"; that is, if a character armed with one of these weapons scores a strike on an opponent, the opponent suffers half damage (as if a "p" result had been obtained on the Armour Protection Table, except divide the number of Damage points done by "2"), *whether or not his or her armour was in fact penetrated*. In the case of a weapon marked "***", the victim of the strike suffers **3/4** damage (multiply the normal number of Damage points done by "0.75"), whether or not his or her armour was in fact penetrated.

** The "jury rigged club" category covers any attempt by a character to use an item not specifically made to function as a weapon, as a weapon in combat; for example, if a character armed only with an unlit torch attempted to attack another and then scored a strike on the latter, this category would be used.

16.15.13.5. Miscellaneous Weapons

Quality Dice Roll	Weapon Type Usage Factors Weapon Quality	Quarter Staff* Sr: 5 Dr: 5 CFm: +3	Military Flail* Sr: 10 Dr: 12 CFm: -2	Morning Star* Sr: 10 Dr: 11 CFm: -1	Animal Claws / Fangs Sr: na Dr: na CFm: na	Hands and Feet* Sr: na Dr: na CFm: na	Explosion or Impact** Sr: na Dr: na CFm: na	Magic Attack Types Sr: na Dr: na CFm: na
01-10	Poor (E)	D: 1D3-1 A: -20	D: 2D4-1 A: -15	D: 1D4 A: -10	na	na	na	na
11-45	Usual (D)	D: 1D3 A: -15	D: 2D4 A: -10	D: 1D4+2 A: -5	D: 1D3/4/6 pl A: +1 pl***	D: 1D2 pl A: 0	D: 1D6 pm A: +2 pm	D: 1D6 pm A: +1 pm
46-90	Good (C)	D: 1D3+1 A: -15	D: 2D4 A: -10	D: 1D4+2 A: -3	na	na	na	na
91-95	Very Good (B)	D: 1D3+2 A: -10	D: 2D4+1 A: -10	D: 1D4+3 A: -2	na	na	na	na
96-98	Excellent (A)	D: 1D3+3 A: -5	D: 2D4+1 A: -5	D: 1D4+4 A: -1	na	na	na	na
99-00	Exceptional (A+)	D: 1D3+3 A: 0	D: 2D4+2 A: 0	D: 1D4+4 A: 0	na	na	na	na

* These attack types are "concussion-eligible"; that is, if a character armed with one of these weapons scores a strike on an opponent, the opponent suffers half damage (as if a "p" result had been obtained on the Armour Protection Table, except divide the number of Damage points done by "2"), *whether or not his or her armour was in fact penetrated*.

** In the case of a weapon marked "***", the victim of the strike suffers **3/4** damage (multiply the normal number of Damage points done by "0.75"), whether or not his or her armour was in fact penetrated.

*** "pl" means "per level"; for example a Level III monster would do 3D4 points of damage and would have +3 to penetrate armour. The fangs and claws of carnivorous animals do D4-based damage while those of other animals do D3-based damage; very large, carnivorous animals do D6-based damage. Note that these are default values; the actual amounts of damage inflicted by creatures of different types are listed under each creature's description in the Bestiary rules section.





16.15.13.6. Standard Missile Weapons

Quality Dice Roll	Launcher Type Projectile Type Usage Factors Weapon Quality	Short Bow (arrow) Sr: 7 Dr: 8 MsFm: +2*	Composite Bow (arrow) Sr: 10 Dr: 9 MsFm: 0*	Long Bow (arrow) Sr: 14 Dr: 10 MsFm: -2*	Light Crossbow (bolt) Sr: 9 Dr: 7 MsFm: +1*	Medium Crossbow (bolt) Sr: 11 Dr: 8 MsFm: 0*	Heavy Crossbow (bolt) Sr: 13 Dr: 9 MsFm: -1*
01-10	Poor (E)	D: 1D3-1 A: -10	D: 1D3-1 A: -10	D: 1D4-1 A: -5	D: 1D3-1 A: -10	D: 1D4-1 A: -5	D: 1D4-1 A: -8
11-45	Usual (D)	D: 1D3 A: -5	D: 1D3 A: -5	D: 1D4 A: 0	D: 1D3 A: +1	D: 1D4 A: +2	D: 1D4 A: +3
46-90	Good (C)	D: 1D3 A: 0	D: 1D3 A: +1	D: 1D4 A: +5	D: 1D3 A: +2	D: 1D4 A: +3	D: 1D4+1 A: +4
91-95	Very Good (B)	D: 1D3 A: +1	D: 1D3 A: +2	D: 1D4+1 A: +6	D: 1D3+1 A: +3	D: 1D4 A: +4	D: 1D4+1 A: +5
96-98	Excellent (A)	D: 1D3+1 A: +2	D: 1D3+1 A: +3	D: 1D4+2 A: +7	D: 1D3+1 A: +4	D: 1D4 A: +5	D: 1D4+2 A: +6
99-00	Exceptional (A+)	D: 1D3+2 A: +3	D: 1D3+2 A: +4	D: 1D4+3 A: +8	D: 1D3+1 A: +5	D: 1D4+1 A: +6	D: 1D4+2 A: +7

*..... Note that this is a bonus, not a penalty; thus a missile launcher type with a "+" in the "MsFm" category adds to the character's chance of striking a target by increasing the Success Threshold for a strike.

16.15.14. Missile Fire Resolution Table

Target Height or Surface Area (metres / sq. m.) Range to Target	10.00 or more	5.00 to 9.99	4.00 to 4.99	3.00 to 3.99	2.50 to 2.99	2.00 to 2.49	1.50 to 1.99*	1.00 to 1.49	0.05 to 0.99	0.01 to 0.49	Less than 0.01
Less than 1 metre	200	200	200	200	200	200	150	110	80	75	70
1 to 1.99	200	200	200	200	200	150	110	80	75	70	60
2 to 2.99	200	200	200	200	150	110	80	75	70	60	50
3 to 3.99	200	200	200	150	110	80	75	70	60	50	40
4 to 4.99	200	200	150	110	80	75	70	60	50	40	30
5 to 9.99	200	150	110	80	75	70	60	50	40	30	20
10 to 14.99	150	110	80	75	70	60	50	40	30	20	10
15 to 19.99	110	80	75	70	60	50	40	30	20	10	5
20 to 29.99	80	75	70	60	50	40	30	20	10	5	4
30 to 39.99	75	70	60	50	40	30	20	10	5	4	3
40 to 49.99	70	60	50	40	30	20	10	5	4	3	2
50 to 74.99	60	50	40	30	20	10	5	4	3	2	1
75 to 99.99	50	40	30	20	10	5	4	3	2	1	0
100 to 124.99	40	30	20	10	5	4	3	2	1	0	-1
125 to 149.99	30	20	10	5	4	3	2	1	0	-1	-2
150 to 174.99	20	10	5	4	3	2	1	0	-1	-2	-3
175 to 199.99	10	5	4	3	2	1	0	-1	-2	-3	-4
200 to 299.99	5	4	3	2	1	0	-1	-2	-3	-4	-5
300 to 399.99	4	3	2	1	0	-1	-2	-3	-4	-5	-10
400 to 499.99	3	2	1	0	-1	-2	-3	-4	-5	-10	-20
500 to 999.99	2	1	0	-1	-2	-3	-4	-5	-10	-20	-30
More than 1 km.	1	0	-1	-2	-3	-4	-5	-10	-20	-30	-40

The number in the cross-index between the target's relative exposed surface area or height, and the range at which the missile "shot" takes place, is the basic Success Threshold that the character firing the missile needs to equal or roll under on the percentage dice, in order to score a strike on the target. Regardless of any of the above (or other) factors, a dice roll of "01" **always** results in a strike, while a dice roll of "00" **always** results in a miss.





* Note that this column would be used for a missile shot against a man-sized humanoid creature.

Modifiers to Missile Fire

Missile Attack Circumstances	Modifier
Launcher or missile type	(per missile weapon statistics)
"Long range accuracy penalty": per 10 metres <i>past</i> half normal maximum range from the firer to the target*	+1
"Short range accuracy bonus": per 10 metres <i>below</i> half normal maximum range from the firer to the target**	-1
"Day visibility accuracy penalty": per 10 per cent that current visibility is less than 100 per cent but more than 50 per cent	+5
"Night visibility accuracy penalty": per 10 per cent that current visibility is less than 50 per cent	+10
"Wind speed drift penalty": per 10 kilometres per hour that current wind speed is more than 20 km./hr.	+5
"Target cover penalty": per 10 per cent cover (e.g. vegetation) capable of deflecting missile between missile firer and target	+5
Purely magical projectile (e.g. "Magic Missile"), per Magnitude of spell	-3
Missile fired under an Tactic Card except "G"	+10
Missile fired while missile weapon user is moving	+20
Missile weapon user Vision*** score, per 3 points under 11	+1
Missile weapon user Vision*** score, per 3 points over 11	-1

* For example, a missile projectile with a normal maximum range of 100 metres is fired at a target at a range of 70 metres. In this case, half the weapon's normal maximum range is "50"; therefore, "2" is added to the Missile fire strike check (70 - 50 = 20, giving a 2 penalty).

** For example, a missile projectile with a normal maximum range of 80 metres is fired at a target at a range of 10 metres. In this case, half the weapon's normal maximum range is "40"; therefore, "3" is subtracted from the Missile fire strike check (40 - 10 = 30, giving a 3 bonus).

*** As applicable; use the character's Day Vision score in the daytime and his or her Night Vision score at night or in the Underworld.

Type of Missile Weapon	Normal Maximum Range
Blow-gun, net	5 metres
Throwing darts, bola	10 metres
Thrown bladed projectile (e.g. a dagger)	1 metre x Strength score
Thrown pointed projectile (e.g. a javelin)	2 metres x Strength score
Thrown stone or other non-bladed projectile	3 metres x Strength score
Light crossbow	25 metres
Medium (standard) crossbow	35 metres
Heavy crossbow	45 metres
Short bow	50 metres
Composite bow	75 metres
Longbow	100 metres
Siege engine or catapult	1D6 x 100 metres
Magical attack	2 metres x Level / Magnitude

