

Combat (p66)

Combat is resolved in rounds with the participants acting in order of their Reflexes scores.

Hit Roll (p66)

Attacker rolls $1d20 \leq (\text{Attack} - \text{Defence})$ to hit.

Regardless of Attack and Defence scores, a 1 is always a critical hit (automatically hits and bypasses armour) and a 20 always misses.

Armour Bypass Roll (ABR) (p66)

Roll **OVER** Armour Factor (AF) of opponent's armour to inflict damage. If Strength is 16+, then +1 to ABR. If Strength is 19+, then +2 to ABR.

Shields (p68)

Roll 1 on a d6 to deflect even a critical hit with a shield.

Multiple Opponents (p68)

Multiple attacks against an opponent split his Defence score. Defender may split his Defence score between up to 3 attacks, after which Defence score is considered to be zero.

Missile Combat (p68)

Defence scores are not applicable to Missile Combat. Instead, modifiers are applied to the hit roll based on range, movement, size of target and lighting (other modifiers apply at the GM's discretion).

	Short (±0 to hit)	Medium (+3 to hit)	Long (+7 to hit)
Arbalest (d12, 5)	50m	250m	450m
Bow – Normal Arrow (d6, 4)	50m	125m	250m
Bow – Bifurcated Arrow** (d3, 5)	25m	62.5m	125m
Bow – Bodkin Arrow** (d8, 3)	50m	125m	250m
Bow – Barbed Arrow** (d6, 4)	50m	125m	250m
Crossbow (d10, 4)	25m	75m	250m
Dagger (d4, 3)	10m	20m	25m
Javelin (d8, 4)	15m	25m	35m
Longbow (d8, 4)	50m	150m	300m
Rock (d3, 2)	10m	15m	20m
Sling (d6, 3)	25m	75m	100m
Throwing Spike (d2+1, 2)	10m	20m	25m

Movement and Retreating (p72)

Move up to a quarter normal movement rate and still act/attack. Increases to half normal movement in the surprise round.

Retreat Defend normally and move quarter normal movement away from combat.

Rout Turn and run. Opponent gets a final free melee attack against a Defence of zero with no chance of striking shield.

Weapons

	ABR	Dam†
Arbalest	d12	5
Battleaxe*	d8	6
Bow	d6	4
Crossbow	d10	4
Cudgel	d3	3
Cup-hilted Rapier**	d6	3
Dagger	d4	3
Flail	d6	4
Flanged Mace**	d8	4
Hammer, Flat Head**	d6	3
Hammer, Pick Head**	d6	4
Footman's Flail*	d6	5
Halberd*	d10	5
Javelin	d8	4
Longbow	d8	4
Longsword*	2d4	4
Mace	d6	4
Morning Star	d6	5
Poleaxe	d12	4
Quillon Dagger**	d6	3
Rock	d3	2
Scourge	d2	3
Shortsword	d8	3
Sling	d6	3
Spear*	2d4	4
Staff	d6	3
Sword, 1H	d8	4
Sword, 2H*	d10	5
Sword Breaker	d4	3
Throwing Spike	d2+1	2
Unarmed	d3	2
War Axe	d6	5
War Lance	2d4	6
Warhammer	d10	3

† +1 for Strength 16+; +2 for Strength 19+

* These melee weapons are 2H.

** See Signs & Portents #65 for special rules for these weapons.

Armour

	AF
None/Clothes	0
Gambeson/Soft Leather	1
Padded Armour/Ringmail/ Hard Leather/Mail Vest	2
Mail Hauberk/Plate Cuirass	3
Mail Armour/Scale Coat	4
Plate Armour	5