

Skill Tables

Difficulty	Max	Special	AdjSTAT
Trivial	16		-
Simple	14		8
Easy	12		10
Average	11		12
Difficult	10		14
Very Difficult	9	-1	16
Extremely Difficult	7	-2	18
Absurdly Difficult	5	-3	20
Heroic	3	-4	22
Impossible	1	-5	24

Skill Level	Advantage
Unskilled	-4
Basic	0
Skilled	1
Very Skilled	2
Expert	3
Master	4

AdjSTAT	Action
1-15	1
16-20	2
21-25	3
26-30	4
Each +5	+1

Movement

Move	MA
1 square directly forward	1
1 square forward diagonal	1.5
1 square into an obstruction	All
Average jump over 1 square	3
Rough terrain, steep slope or up gentle slope	X2
1 square climbing	4
Change facing	1
1 square swimming	2
Climb onto a object	4
Sidestep or backstep	4

Special	Number
Fumble	18+
Critical	2-

Actions

Disengaged Action	Move	Other
Full Move	MA	None.
Advance	½ MA	Move to engage and make melee attacks and/or parry.
Charge	MA	Move to engage and make melee attacks.
Drop	½ MA	Fall prone.
Shoot	1	Fire a missile weapon. Multiple attacks are possible.
Reload	0	Reload a crossbow or gun.
Throw	2	Attack with a ready thrown weapon and ready a new weapon.
Skill	1	Use a skill e.g. First Aid.
Attempt HTH	MA	Move into target figure's square and attempt to enter HTH.
Pursue	MA+1D	If all enemies who were engaged with the figure last round have fled then can pursue one of them moving to engage if possible and making melee attacks.
Run	2xMA	Enemies at +4 to hit.
Give an item.	½ MA	Give an item in hand to another figure who has a free hand.
Change items.	½ MA	Swap the items in each hand for other items carried. One item can be picked up as part of this action.
Pull out arrow or thrown weapon	0	Pull an arrow or thrown weapon out of a shield. Requires a difficult ST throw for a thrown weapon or an average ST throw for an arrow. Reduced by 1 level if shield is put down first.

Engaged or Disengaged Actions	Move	Other
Stand Up	0	
Cast Spell	1	Cast a battle magic spell or spells.

HTH Actions	Move	Other
HTH Attack	0	Make HTH Attacks against figure in the same square.
Draw HTH Weapon	0	Try to draw a weapon which can be used in HTH.
Attempt to disengage.	1	Attempt to stand up stand step back.

Engaged Actions	Move	Other
Attack	1	Must stay engaged with all opponents. Make melee attacks and/or parry.
Change item.	1	Must stay engaged. Change the item in one hand dropping anything which is currently in that hand. Can include picking up an item from the floor.
Disengage	1	
Flee	MA+1D	The figure drops any shield, polearm or 2H Weapon, has a free turn and moves directly way from opponent.
Last Missile	0	A figure who has just been engaged by an enemy and has a ready missile weapon in hand and has not yet acted this turn may break in to fire a last missile attack at -2 to hit.
Attempt HTH	1	Move into target figure's square and attempt to enter HTH.

Situation	Penalty or Advantage
Facing or Location (Melee Only)	
Facing target's flank	+2
Facing target's rear	+4
Target picking up an item, prone or standing up	+4
Above target	+2
Facing or Location (Melee or Missile)	
Target flying	-2
Target mounted	-2
Attacker Status	
First action after receiving a wound	-1
First action after being knocked back	-2
Flying	-2
Thrown and Missile Weapons	
Missile or Thrown	-1 per time over multiple of range.
Target engaged with another figure.	-3
Target in cover	-4
Target is 2-3 square	+2
Target is 4-5 square	+6
Target is 6+ squares	+8
Target is ½ human size or less	-2
Target is ¼ human size or less	-4
Target is a static object	+6

Combat Adjustments

Knockdown in HTH:
Both roll 2D + ST +4 if have four feet or more

The attacker also adds:

- 3 if the defender was trying to avoid
- 3 if diving.
- 3 if diving from above.

Fumbles

Roll	Melee Weapon Fumbles
1	Drop weapon.
2	Wild miss. Opponent at +4 to hit with next attack, no evade, dodge or parry.
3	Stagger past opponent and end up with it to your rear. No attacks next turn.
4	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D3. The figure is at a 2 penalty next turn in any case.
5	If a friend is adjacent, roll an attack against him/her; if not, hit self. On self do full damage with a flail or bashing weapon. Do damage -3 with a blade weapon. Do 1D-2 damage with a polearm.
6	Drop weapon. It flies 1D-5 (min. 1) squares in a random direction.
7	Fall over.
8	Pull muscle. Treat as light wound.
9	Break weapon. Normal saving throw.
10	Break weapon. Weapon has -2 saving throw.

Roll	Natural Weapon Fumbles
1	Enthusiastic miss. Stagger to an adjacent square which is still next to opponent. No attacks next turn.
2	Wild miss. Opponent at +4 to hit with next attack, no evade, dodge or parry.
3	Fall down.
4	Huge lunge. End up with back to opponent. Opponent at +4 to hit next turn, no evade, dodge or parry. No attacks next turn.
5	Pull a muscle. Treat as a light wound.
6	Pull muscle. Treat as a light wound and MA halved whilst wound is in effect.
7	Break natural weapon. Whatever weapon was used is broken and cannot be used till it recovers. For example, a hand or foot is sprained or broken, claws snapped off or a jaw injured. It will take 2D days to recover.
8	Fall over opponent. End up lying down 1 square beyond enemy and winded. Must stay down for 1 turn.
9	Crash down. Fall over and suffer 1D-1 damage through armour.
10	Break natural weapon. It will take 2D weeks to recover.

Roll	Missile Weapon Fumbles
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D3. The figure is at a 2 penalty next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Break bowstring or sling cords (easily repairable damage).
5	Slip, roll a Difficult Balance or fall. If standing, at -4 to hit next turn.
6	Break weapon. Weapon has +1 to saving throw.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two arrows/ stones/bullets.
8	Fall down and drop weapon.
9	Fall down and land on ammunition. Sling bullets do 1-6, arrows or bolts do 1+2 null 2.
10	Break weapon. Normal saving throw.

Roll	Thrown Weapon Fumbles
1	Trouble with armour/clothing. If figure has a shield it drops it. If figure has no shield but has armour part of it drops off, reducing protection by 1D3. The figure is at -2 to hit next turn in any case.
2	Drop ammunition. Any other thrown weapons that the figure has are dropped; if it has none then any other weapon it has is dropped.
3	Roll attack against nearest friend in line of sight, adding +2 to hit for surprise. If no friends in line of sight, hit self for normal damage.
4	Pull a muscle. Treat as a light wound.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -3 to hit next turn.
6	Fall over.
7	Scatter ammunition. All thrown weapons scattered 1D squares in a random direction.
8	Fall over and drop ammunition. Any thrown weapons are left in square.
9	Fall and land on weapon. If it is sharp it deals normal damage. If blunt it deals 1-5 null 2 damage.
10	Pull muscle. Light wound and MA halved whilst wound is in effect.

Roll	Gun Fumbles
1	Drop weapon.
2	Trouble with armour/clothing. If figure has armour part of it drops off reducing protection by 1D3. The figure is at -2 to hit next turn in any case.
3	Roll attack against nearest friend in line of sight adding +2 to hit for surprise. If no friends in line of sight hit self for normal damage.
4	Gun jams. It will take 3 turns to clear it and it must then be reloaded.
5	Slip, roll a Difficult save on Balance or fall. If standing, at -4 to hit next turn.
6	Explosion. User takes 1+2 null 4 and if using a harquebus blinded for 1D turns.
7	Drop ammunition. It scatters and will take 1 turn to pick up every two cartridges or balls.
8	Fall down and drop weapon.
9	Explosion. Weapon has a normal saving throw. User takes 2+2 null 4 and if using a harquebus is blinded for 1D minutes.
10	Explosion. Weapon has -2 saving throw. User takes 2+2 null 4 and if using a gun other than a harquebus is blinded for 1D minutes. If using a harquebus the user is permanently blinded in one eye.

Wounds

Wound	Hits<14	Hits 14-17	Hits 18-21	Hits 22-25	Hits 26-29	Hits 30-33	Hits 34-37	Hits 38-41	Each+4
Minor	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15
Major	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18
Mortal	11+	12+	13+	14+	15+	16+	17+	18+	19+

Total Hits	Effect
0 or -1	Unconscious
-2 to -8	Seriously wounded and unconscious. 1 hit/minute.
-9	Dead

Roll	Mortal Wound Effect
1-3	No permanent damage.
4	Upper limb severed or damaged beyond repair. D100% is severed or destroyed. Roll randomly for to determine limb.
5	Lower limb severed or damaged beyond repair. D100% is severed or destroyed. Roll randomly to determine limb. A character with a missing lower limb will have MA drastically reduced.
6	Head Wound. Roll the following numbers or less to avoid each effect. A character should save against all and can be affected by more than one. 12. Eye lost. +1D to all sight perception rolls. +1 to all range effects. 13. Ear lost. +1D to all hearing perception rolls. 12. Scar. -1 CH. Distinctive appearance. 14. Scar: -2 CH. Distinctive appearance. Ugly. 16. Scar. -4 CH. Distinctive appearance. Hideous. 15. Mouth damage. +1D on all communication rolls. 16. Brain damage. -1 DX, -1 CH, -2 IQ.
7	Upper torso wound. -2 ST.
8	Lower torso wound. -1 MA.
9	Limb wound. -1 DX.
10	Limb wound. -1 MA.