

DEFENSE TOTAL

Quickness + Combat Ability + Weapon Defense Modifier + Stress Die

DAMAGE TOTAL

Strength + Weapon Damage Modifier + Attack Advantage

SOAK TOTAL

Stamina + Armor Soak Bonus

ATTACK ADVANTAGE

Attacker's Attack Total - Defender's Defense Total

RECOVERY TOTAL

Stamina + Medic's Chirurgy or Medicine score+ Magical Aid + Stress Die

NON-COMBAT DAMAGE TOTAL

Damage Bonus + Stress Die

NON-COMBAT SOAK TOTAL

Soak Total + Stress Die

COMBAT SEQUENCE

- I. Roll initiative and calculate initiative order.
- II. Party with highest initiative attacks.
 - a. Attacker rolls and generates an Attack Total.
 - b. Defender rolls and generates a Defense Total.
 - c. Calculate Attack Advantage: Attack Total – Defense Total.
 - d. If Attack Advantage is 0 or less, the attack missed. Move on to step 3. If it is 1 or greater, calculate Damage Total.
 - e. Calculate damage taken by defender.
- III. Repeat attack sequence (II. a. – e.) for party with next highest initiative.

Once all parties have acted once, return to step II. Note that initiative is not re-rolled.

ARMOR

	Partial Armor		Full Armor		
Material	Protection	Load	Protection	Load	Cost
Quilted or fur	1	2	n/a	n/a	Inexpensive
Heavy leather	2	3	n/a	n/a	Inexpensive
Metal reinforced leather	2	2	4	4	Standard
Leather scale	3	3	5	5	Standard
Metal scale	4	4	7	7	Standard
Chain mail	6	4	9	6	Expensive

WEAPONS

Weapon	Ability	Init	Atk	Dfn	Dam	Str	Load	Cost
Dodge	Brawl	0	n/a	0	n/a	n/a	0	n/a

Weapon	Ability	Init	Atk	Dfn	Dam	Str	Load	Cost
Fist	Brawl	0	0	0	0	n/a	0	n/a
Kick	Brawl	-1	0	-1	+3	n/a	0	n/a
Gauntlet	Brawl	0	0	+1	+2	-3	0	Inexpensive
Bludgeon ¹	Brawl	0	+2	0	+2	-2	1	Inexpensive
Dagger	Brawl	0	+2	0	+3	-3	0	Inexpensive
Knife	Brawl	0	+1	0	+2	-6	0	Inexpensive
Axe	Single	+1	+4	0	+6	0	1	Standard
Club	Single	+1	+2	+1	+3	-2	1	Inexpensive
Hatchet	Single	0	+3	0	+4	-2	1	Inexpensive
Lance	Single	+2	+4	0	+5	0	2	Standard
Mace ²	Single	+1	+3	0	+8	0	2	Standard
Mace and Chain	Single	+2	+3	0	+7	0	2	Standard
Spear, Short	Single	+2	+2	0	+5	-1	1	Inexpensive
Sword, Short	Single	+1	+3	+1	+5	-1	1	Standard
Sword, Long	Single	+2	+4	+1	+6	0	1	Expensive
Shield, Buckler	Single	0	0	+1	0	-2	1	Standard
Shield, Round	Single	0	0	+2	0	-1	2	Inexpensive
Shield, Heater	Single	0	0	+3	0	0	2	Standard
Cudgel	Great	+1	+4	+1	+7	+1	2	Inexpensive
Farm Implement	Great	+1	+3	+1	+5	0	2	Inexpensive
Flail	Great	+1	+3	+1	+8	0	2	Inexpensive
Pole Arm	Great	+3	+4	+1	+8	0	2	Standard
Pole Axe	Great	+1	+5	0	+11	+1	2	Standard
Spear, Long ³	Great	+3	+3	+1	+7	0	3	Inexpensive
Sword, Great	Great	+2	+5	+2	+9	+1	2	Expensive
Staff	Great	+2	+3	+3	+2	-1	2	Inexpensive
Warhammer	Great	0	+6	0	+12	+2	3	Standard

¹ Any improvised bashing weapon such as a rock or hand tool

² Includes spiked clubs, military hammers, and other bashing weapons

³ Includes the lance, if used dismounted.

Ability: The Weapon Ability needed to use this weapon.

Init: The modifier to Initiative.

Atk: The modifier to Attack.

Dfn: The modifier to Defense.

Dam: The modifier to Damage.

Str: The minimum strength score needed to use the weapon. The minimum strength requirements for a weapon and a shield must be met separately.

Load: The contribution that the weapon makes to Encumbrance (page 178).

Cost: A general indication of the cost of the weapon. More expensive weapons are better

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