### Combat Actions Table for:  _______________

<table>
<thead>
<tr>
<th>Round:</th>
<th></th>
</tr>
</thead>
</table>

#### Initiative:

**Initiative = 2d10 + Qu mod.**

**Initiative Modifiers:**
- Surprised -4
- Take more than 50% hits -4
- Declared Movement -1 per 10% declared movement

**Melee Initiative Modifiers:**
- Stronger Combatant +1
- One Hand Free +1
- Higher Position +1
- Longer Weapon +1
- Longer weapon when either combatant is charging +3
- Pole Arm 1st round +5
- Pole Arm 2nd round -1

<table>
<thead>
<tr>
<th>Action Phase</th>
<th>Maneuver Modifiers:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Snap -20</td>
<td>Normal +0</td>
</tr>
<tr>
<td>Deliberate +10</td>
<td></td>
</tr>
</tbody>
</table>

#### Canceling Actions:

When canceling less than 60% activity you may:
- Move 10% in the Deliberate Action Phase.
- Melee in the Deliberate Action Phase (-40 OB).
- Maneuver/Spell in the Deliberate Phase (-40 mod.).

When canceling more than 60% activity you may:
- Move 50% in the Deliberate Action Phase.
- Melee in the Deliberate Action Phase (40 OB).
- Maneuver/Spell in the Deliberate Phase (40 mod.).

#### Opportunity Action:

A declared action may be put in "Opportunity mode" (all further actions are nulled), and delayed until you wish to resolve it. You may still move 20% at the end of the deliberate phase while still holding the opportunity action.

#### Active Spell:

<table>
<thead>
<tr>
<th>Total Duration:</th>
<th></th>
</tr>
</thead>
</table>

#### Misc:

|   |   |

---

### Movement

<table>
<thead>
<tr>
<th>Action</th>
<th>Total Activity</th>
<th>% used</th>
<th>Action Phase</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement as a Snap action</td>
<td>1-20%</td>
<td></td>
<td>S N D</td>
</tr>
<tr>
<td>Movement as a Normal action</td>
<td>1-50%</td>
<td></td>
<td>S N D</td>
</tr>
<tr>
<td>Movement as a Deliberate action</td>
<td>1-80%</td>
<td></td>
<td>S N D</td>
</tr>
<tr>
<td>Post Deliberate movement</td>
<td>Any</td>
<td></td>
<td>S N D</td>
</tr>
</tbody>
</table>

**Pace used:**

- Charging an opponent will give +1 OB/10' per round of speed to both attacker and defender. Longer weapon strikes first. Double concussion damage for pole arms. Penalties to charger's attack are according to Moving Maneuver difficulty:
  - Routine 0
  - Medium -25
  - Ext. Hard -100
  - Easy -5
  - Hard -50
  - Sheer Folly -150
  - Light -10
  - Very Hard -75
  - Abundant -200

**Distance:**

- Disengaging from melee (May move 10')

- Standing up from a seated position
- Standing up from "on knees/ crouch"
- Move from prone to "on knees/crouch"
- Standing up from a prone position
- Rapid drop to the ground
- Careful drop to the ground
- Picking something off the ground
- Dropping something
- Relaxed swim
- Hard swim
- Climbing 60-100%

---

### Skill

#### Action/Skill used:

**Static Maneuver**

- Depends on skill
- 50-100%

**Alertness/ Situational Awareness**

- 10%

**Rapid Observation maneuver**

- -40
- 30%

**Half Observation maneuver**

- -40
- 50%

**Full Observation maneuver**

- -40
- 70%

**Hiding**

- 20%

**Stalking**

- 50%

**Controlling a mount**

- 10-100%

**Mounting a riding beast**

- 50%

**Rapid dismount from a riding beast**

- 20%

**Careful dismount from a riding beast**

- 50%

---

### Combat

**Action**

- Full melee attack (+10 OB) 60-100%
- Specific target must be declared
- Press & melee attack 80-100%
- Target must be adjacent
- May move to follow target and attack in the same action phase; half OB penalties from movement.
- React & melee (-10 OB) 80-100%
- May move ~50' & attack anyone
- Movement and attack occur in the same phase; apply normal OB penalties due to movement.
- If hasn't attacked, may move 50% at the end of the round.
- Throw & melee action (-20 OB for both attacks)
- 100%

**OB transferred to Parry**

- Drawing a weapon
- (Successful Quickdraw = 0%)
- 20%

**Changing weapons**

- 50%

**Shifting a weapon**

- 10%

**Making a missile attack**

- 30-60%

**Parrying a missile attack**

- 50%

**Reloading a sling/short bow**

- 50%

**Reloading a composite bow**

- 60%

**Reloading a light crossbow**

- 160%

**Reloading a heavy crossbow**

- 220%

**Stringing a short bow**

- 200%

**Stringing a composite bow/ long bow**

- 300%
### DEFENSIVE CAPABILITIES TABLE T-3.6

<table>
<thead>
<tr>
<th>FACTOR</th>
<th>Melee</th>
<th>Missile</th>
<th>Basic Spd</th>
<th>Directed Spd</th>
<th>Area</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quickness x 3</td>
<td>full</td>
<td>full</td>
<td>none</td>
<td>full</td>
<td>none</td>
<td>full</td>
</tr>
<tr>
<td>Adrenal Defense</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
</tr>
<tr>
<td>Special Items</td>
<td>full</td>
<td>full</td>
<td>full</td>
<td>none</td>
<td>full</td>
<td>none</td>
</tr>
<tr>
<td>Armor Quality</td>
<td>half</td>
<td>none</td>
<td>none</td>
<td>half</td>
<td>half</td>
<td>none</td>
</tr>
</tbody>
</table>

- **Shield:**
  - Full Shield: 30 40
  - Half Shield: 25 25
  - Normal Shield: 20 20
  - Target Shield: 10 10

- **Weapon:**
  - Main Gauche: 2 2
  - 1-Handed Weapons: 2 2
  - 2-Handed Weapons: 2 2
  - Pole Arms: 2 2

- **Cover:**
  - Full “Soft” Cover: 10 10
  - Half “Soft” Cover: 10 10
  - Partial “Soft” Cover: 10 10

- **Helmet:**
  - None: 0
  - Full: 0

- **Non- instantaneous Spell Cast as a Snap Action:**
  - -20

- **Overall Power:**
  - 26% to 50%: -20
  - 51% to 75%: -20
  - 76% to 100%: -20

### OFFENSIVE CAPABILITIES TABLE T-3.5

<table>
<thead>
<tr>
<th>FACTOR</th>
<th>Melee</th>
<th>Missile</th>
<th>Basic Spd</th>
<th>Directed Spd</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skill Bonus</td>
<td>full</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
</tr>
<tr>
<td>Special Items</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
</tr>
<tr>
<td>Armor Quality</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
<td>none</td>
</tr>
</tbody>
</table>

- **Weapon:**
  - Full: none
  - Half: none
  - Partial: none

- **Allocated Points:**
  - Max. Activity: varies none none none

- **Position:**
  - Flank Attack: +10
  - Rear Attack: -20
  - Surprise Attack: +20

- **Target Status:**
  - Static Target: +10
  - Stunned Target: +10
  - Downed Target: -10
  - Probed Target: -10

- **Ranges:**
  - RangeMods: 1
  - Center Point: none

- **Armor Penalty:**
  - Armor: none

---

### SPELL CASTING MODIFICATIONS TABLE T-4.6

<table>
<thead>
<tr>
<th>MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spell Lv1</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>7</td>
</tr>
</tbody>
</table>

- **Caster’s Lv:**
  - +15
  - +5
  - +5
  - +20
  - +20
  - +20

- **Effect:**
  - +15
  - +20
  - +20
  - +20

- **Equipment Bonus:**
  - +10
  - +10
  - +10

- **Other Spells:**
  - +10
  - +10
  - +10

---

### MOVING MANEUVER SPECIFIC MODIFIERS

<table>
<thead>
<tr>
<th>General Modifiers</th>
<th>Tank mod</th>
<th>Mover mod</th>
<th>Equipment mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor Penalty mod</td>
<td>-2</td>
<td>-2</td>
<td>-2</td>
</tr>
</tbody>
</table>

- **Armor:**
  - Normal At1: +40
  - Normal At5: +40
  - Normal At7: +40
  - Normal At9: +40

- **Armor Status:**
  - Normal At1: +40
  - Normal At5: +40
  - Normal At7: +40
  - Normal At9: +40

- **Armor Slot:**
  - Head: +10
  - Chest: +10
  - Arms: +10
  - Legs: +10

---

*With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.*