Advanced Melee

Stine

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Combat is one of the most important parts of the game. You can plan ahead, you can negotiate, you can use all your guile and cunning ... but sometimes you're going to have to fight.

The combat system presented here is an expansion of that introduced in the Fantasy Trip microgames **MELEE** and **WIZARD.** If you've played these games, you already understand the principles of combat. If not, you should read this section very carefully. The combat system has been made as realistic as possible within the bounds of playability. It simulates the many different things that can happen in physical and magical combat . . . and therefore, it seems somewhat complex at first. Play a couple of games, though, and it will become remarkably simple.

For those players who prefer speed to realism, and are more interested in exploration and interaction than they are in combat, a "Quick Combat System" is presented at the end of this section. It is strongly suggested that players learn the entire combat system first, and then use the Quick System if they find they prefer it.

1.   GENERAL DISCUSSION

Combat is played out on the "Melee megahexes," the large patterns of hexagons. These can be copied, then cut out and pieced together in many different ways. They are used to represent the tunnels and rooms shown on the labyrinth map-but on a larger scale. Some of the cut-out sections are only one megahex; some represent tunnel segments several MH long.

When combat takes place, you will arrange the Melee megahexes to correspond with the part of the labyrinth map where the combat is occurring.

2.   TURN SEQUENCING AND OPTIONS

Combat takes place in turns, representing five seconds each. During each turn, each figure may execute one "option" from the list below. Each option consists of a movement, attack, defense, or other combination of options.

The options available to a figure depend on whether it is "engaged" or "disengaged." An ENGAGED figure is one that is adjacent to an armed enemy figure, and in one of that figure's front hexes. See below for diagrams and more details. A figure of three or more hexes is not considered truly "engaged" when the figures engaged with it take up 1/3 or less of the space the larger figure does. A single 1--hex figure does not engage a giant, who occupies 3 hexes. The lone man IS engaged-but the giant may proceed as though the man were not there, trample him, etc. Two men don't engage a 7-hex dragon. Three men, or one giant, DO engage a 7-hex dragon. And so on. When in doubt, count the hexes. If the smaller figure(s) occupy 1/3 or fewer of the hexes that the larger one(s) do, the larger one(s) are not engaged. Situations are possible, for instance, where three men can engage two giants-because each giant,

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individually, is engaged by two men. The fact that one man is counted twice is unimportant.

The concept of "engaged" is used to identify figures who are actually involved in combat, and standing next to an enemy who endangers them physically. Thus, a single warrior cannot really engage a large dragon; the dragon can just walk past him if it wants to. A figure with his back or side to you does not engage you; he can't hit you. As a general rule, a figure engages you if you are in one of its front hexes. In certain cases, the GM may *declare* that a figure is not engaged i.e., a knight in plate mail is not endangered by an unarmed thirteen-year-old girl, so he is not engaged by her, but may walk through her front hexes as though she were not there. And rats, Wasps, etc., do not engage a figure, even when they attack.

During combat, events follow a strict sequence. NOTHING happens simultaneously. Each movement or attack may affect the next one, and a spell takes effect instantaneously when it succeeds. Each turn goes through these stages:

(1) ROLL FOR INITIATIVE

Each player rolls a die. The winner may choose either to move his figure(s) first that turn, or to have the other player(s) move their figure(s) first. Certain factors, such as surprise and the Tactics talent, give an advantage to securing the initiative. If the players are all cooperating their leader rolls against the GM to see whether players or GM get initiative.

(2) RENEW SPELLS

Each wizard who wants to renew one or more continuing-type spells must now subtract from his ST to power those spells. All spells that are renewed will last until the end of the turn, or until the wizard dies or loses consciousness. All continuing-type spells that are NOT renewed end NOW, before movement. NOTE: some spells are not renewable, but last a stated number of turns after casting. The turn such a spell is CAST is always counted as the first turn.

(3) MOVEMENT

The first player to move chooses ONE option for each of his figures, and executes the MOVEMENT part (if any) of that option for each figure. How far each figure may move depends on its movement allowance (MA) and the option chosen.

The second player then chooses options and moves all his own figures the same way. If there are more than two players, the third, fourth, and so on then pick options and move.

(4) ACTIONS

All attacks, spell-castings, attempts to disbelieve, etc., are carried out. Figures act in the order of their adjDX, highest first; ties are resolved by die roll. NOTE: many times a figure's DX will change during the course of a turn, due to spells or wounds. After the figure with the highest DX acts, the figure which goes next is the one (of those which have not acted that turn) with the highest adjDX AT THAT MOMENT. If a figure's DX is magically increased to a number higher than that of a figure who has already acted that turn, he does not miss his turn -he is the next to act. Always roll a die when two figures have the same adjDX.

If any figure is killed or knocked down BEFORE its turn to act comes, it does not get to act that turn.

(5) FORCE RETREATS

Any figure which inflicted hits on an enemy with a PHYSICAL attack (staff, wolf bites etc.) and took no hits itself that turn (from any source) may retreat that enemy one hex in any direction to any vacant hex and EITHER advance to the

hex vacated by the enemy OR stand still (thus possibly becoming disengaged). Magical attacks, missile and thrown weapons, etc., do NOT allow you to force retreat.

If both sides still have figures to fight, begin the next turn.

LIST OF OPTIONS

A figure may execute ONE option each turn, and may not mix actions from different options. It is possible to change options-see below.

The options marked with an asterisk are available ONLY to disengaged figures; engaged figures may NOT do these things. Other options are available to all figures. For each option, the movement part is given first, and then the action part.

I. **Stand still or move one hex and:**
   a. attack with your ready weapon (or throw a weapon, or jab with a pole weapon, or attempt HTH combat).
   b. dodge* or defend.
   c. drop to a kneeling or prone position, and/or fire a missile weapon. NOTE: If you are engaged, you must drop the missile weapon after firing. You cannot reload a missile weapon while you are engaged.
   d. disengage. See the explanation below under **DISENGAGING**.
   e. cast a spell. This applies to ANY kind of spell-casting. Note, though, that *renewing* a continuing spell can be done no matter what else you do.
   f. disbelieve. Attempt to disbelieve any one figure which you think is an illusion.
   g. pick up dropped weapon. "Bend over" in the hex with the weapon, or an adjacent hex; pick it up and ready it.
   h. stand up. Rise from a prone, kneeling, crawling, or knocked-down position. You may take no other action that turn. A figure MUST take a turn to stand before attacking, running, etc., but may cast a spell, disbelieve, or crawl without standing up.

II. **Move half your MA or less* (Note that engaged figures may only shift one hex) and:**

   a. charge attack.* (This is a running attack, giving a poleweapon user an advantage.)
   b. throw a weapon OR jab with a pole weapon.
   c. dodge.*
   d. drop to a kneeling or prone position.
   e. attempt hand-to-hand combat (see below).

III. **Move more than half your MA, up to your full MA.* Take no other action except for such things as jumping, attempting to scoop up a weapon, etc. See MOVEMENT.**

IV. **Special options.**
   a. stand up from a KNEELING position and EITHER change weapons OR move up to 1/2 your MA. (Note that an engaged figure may still only shift one hex.)

b. change weapons. If you are engaged, stand still or shift; drop your ready weapon and/or shield and ready a new weapon and/or shield. If you are not engaged, move up to two hexes, drop OR re-sling your ready weapon and/or shield, and ready a new weapon and/or shield. Note: any figure can use this option to ready a new weapon if he has no ready weapon but has one at his belt. Two disengaged figures within one hex of each other can use this option and exchange weapons. A kneeling figure may ready any weapon. A prone figure must make a 3-die DX roll to ready a weapon.

V. **Options for figures in hand-to-hand combat.**
    A figure engaged in hand-to-hand combat when his turn to move comes may *not move.* He may pick one of the following options when his turn to act comes:

a. attack a foe HTH, using his hands or a dagger (if one is ready).
b. attempt to draw a dagger, if he has one in his belt, shoe, etc. This requires a 3-die roll vs. DX. Only one dagger may be drawn per turn. No +4 HTH DX bonus when you attempt to draw the dagger!
c. attempt to cast a spell. A wizard casting a spell while involved in HTH combat is at a -6 DX, because he is undergoing a severe distraction.
d. attempt to disengage-see **DISENGAGING FROM HTH COMBAT**.
e. attempt to pin your foe-see **PINNING A FOE**

REMEMBER: An engaged figure may not move normally, but may only "shift" one hex (see **MOVEMENT**). An engaged figure may NOT choose one of the options marked with an asterisk; they require freedom of movement.

CHANGING OPTIONS

It is legal to change options AFTER the movement part of a turn, to meet changing conditions. The only requirement is that the figure must not already have moved more than the NEW option allows. If you moved 0 or 1 hex, you may switch to any option you could have taken when the turn began; if you moved 1/2 your MA or less, you may attack, defend, dodge, or drop; if you moved over 1/2 your MA you may do nothing else that turn.

3. MOVEMENT

When combat begins, lay out the Melee megahexes to represent the appropriate area of the labyrinth. Each megahex represents one hex of labyrinth map-so seven one-hex figures can occupy a single labyrinth-map hex. The figures move and fight on the Melee megahexes.

Each figure has a movement allowance (MA) of a certain number of hexes. Remember: These are the SMALL (1 1/3 meter) hexes, not megahexes. All normal human figures have an MA of 10; MAs for other figures are given in Section VI. If MA for a creature is not given, assume it is 10.

Armor reduces MA (see the Armor Table); MA may also be increased or reduced by magic. When MA is magically doubled, movement allowed in all options is also doubled-i.e., a wizard under a SPEED MOVEMENT spell could move 2

hexes and still cast a spell. However, when movement is halved, the wizard could still move one hex and cast a spell; he would not be limited to "half a hex."

A figure MUST STOP ITS MOVEMENT for the turn when it becomes "engaged"-see below, under **FACING**.

MOVEMENT OF MULTI-HEX FIGURES

The MA for a multi-hex figure is the maximum number of hexes ANY PART of the figure may move in one turn. For instance, if a dragon moves in a straight line, all parts of it will move the same number of hexes-but if its tail stays in the same hex and its head moves 4 hexes, or vice versa, the dragon is considered to have moved 4 hexes.

Since a multi-hex figure must be in a front hex of TWO small figures to be engaged (3 if it is 7 hexes or longer), it does NOT stop movement if it enters a front hex of a single one-hex figure. It DOES have to stop as soon as it occupies two at once, thus becoming engaged-and even then, it is allowed to move one more hex to push the small figures back-see below.

SHIFTING

Only disengaged figures may move more than one hex per turn. An engaged figure may move only one hex during the movement phase, and must stay adjacent to all figures to which it is engaged; this is called a **SHIFT.**

A multi-hex figure also moves only one hex when it shifts. However, the shift may carry it onto one or more one-hex figures and/or away from one-hex figures with which it was engaged.

MOVING ONTO OTHER FIGURES

Normally, only one figure occupies a hex. A figure may never move -through a standing or kneeling figure. A figure may move into a hex with a fallen, unconscious or dead figure and stop. A figure may also jump over a fallen, unconscious or dead figure at a cost of 3 from its MA that turn Whenever a figure enters a hex with a fallen figure of the same size or larger, it must make a saving roll on 3 dice vs. DX. If it misses the roll, it falls down in that hex.

A multi-hex figure (a giant, dragon etc.) may end its movement, or take its "shift," by "pushing back" any number of one-hex figures, as long as the combined ST (at the moment) of the figures being pushed back is less than that of the figure doing the pushing. The large figure moves one hex and stops; no figure can be pushed back more than one hex per turn. The small figure(s) that it moved onto must immediately make a saving roll: 3 dice against DX. If they succeed, they step to any adjacent hex and may act normally that turn. If they fail, they FALL in any adjacent hex and may do nothing else that turn. If a small figure has no adjacent empty hex to step to, a large figure may not move onto it to push it back.

A multi-hex figure may push back small figures either at the end of its regular move (even if that move engaged it with them) or by shifting onto them while engaged.

A very large figure (7 hexes or bigger) may push back or trample figures up to 3 hexes in size in just the same way. They are still only pushed back one hex per turn.

Once a large figure is on top of a smaller one, he may attempt to trample it. This is an attack, and is covered under "Trampling." The figure underfoot may attempt to crawl out

during his movement phase, or may declare himself to be in hand-to-hand combat with the larger figure and start stabbing.

FLIGHT

Some creatures can fly naturally; any creature can fly with a Flight spell cast on it. Flight is effective only in an open space; in a tunnel, a flying creature loses all advantages except its speed, but *keeps* all disadvantages. A 4-hex or larger creature cannot fly in a tunnel at all.

Flyers have a high MA. A grounded creature which wishes to fly "takes off" at the beginning of its movement turn. On its first turn in the air, it has only half of its flying MA. Thereafter, it has its normal flying MA. A flier may land at any time, but may not move on the ground on the turn it lands. A creature using the Flight spell automatically lands (not a crash landing) at the instant the Flight spell ceases to be powered.

In an open space, flying creatures are not engaged by grounded ones unless they wish to be; there is room to fly over. A flier may freely cross over another figure, a fire, a wall, etc. Fliers DO engage one another unless BOTH wish not to be; then they may "cross at different heights" without fighting.

In a labyrinth, most rooms will be too small to give a flying creature much of an advantage. Remember that the reason a flier is hard to hit is that it is maneuverable. The -4 DX to hit a flying creature should NOT be applied to a flying person or larger creature in a tunnel, but it WOULD apply to a flying bat. In the open, or in a very large room, it would apply just as well to the person.

GMs will have to decide just how high the ceiling is in a large room. Most rooms will have low ceilings, but a large cavern (a natural dragon lair anyway) might be big enough to let him use his wings effectively. Plunderers beware . . .

There are several DX adjustments for use in combat involving fliers; see the Flight spell and/or the table of DX adjustments. Also see **AERIAL COMBAT**.

CRAWLING, KNEELING, AND LYING PRONE

A figure may use the DROP option to assume any of these positions. A figure that falls assumes the prone position involuntarily and may do NOTHING next turn except (either) stand up or crawl, or attempt a spell.

A crawling figure has a MA of 2. A figure may crawl without first standing up. A crawling figure is assumed to have all rear hexes for all purposes, and may not attack. Exception: a hand-to-hand attack on another prone/crawling figure, or a figure trampling you, is permitted. It is possible to crawl out of a Slippery Floor area without making a saving roll.

A figure may kneel or lie prone in the same hex behind a fallen body. An attack with a missile weapon or spell then has a chance of hitting that body instead. The attacker rolls first against his real target, at DX -4. If he misses, and if the fallen body was still alive, he rolls to hit (or miss) that figure.

A wizard may cast spells while prone or kneeling at no DX adjustment.

ACTIONS DURING MOVEMENT-JUMPING, ETC.

Certain actions may be attempted as part of a figure's movement. One example has already been mentioned: jumping over a prone figure. This "costs" 3 hexes of movement; if you jump over someone else you have expended

3 hexes of your MA in the jump. It also requires a 3-die roll against adjDX.

Jumping over a hole in the floor does not cost any extra MA, but requires a die roll against DX+ST: 2 dice for a 1-hex hole, 5 for a 2-hex hole, 8 for a 3-hex hole, and so on. Missing your roll means you fall in; you immediately get a 3-die roll against DX to see if you grab the far side. If you do, you can try to pull yourself up next turn, and any following turn. This requires a 4-die roll against ST-but every time you try to pull yourself up and fail, you take 1 hit from exhaustion. Falling into a hole will do damage-just how much depends on the depth of the hole.

You may scoop up a dropped weapon or other object "on the run" during movement. If you spend 3 MA picking it up, you can get it automatically and continue. If you are in a hurry, you can try to grab it on the run by making a 3-die roll against DX. If you miss the roll, you must keep running. If you make the roll, it costs you no extra movement to pick up the object. A weapon picked up this way is ready next turn.

GMs may let players attempt other things during movement, by penalizing them an appropriate number of hexes of movement -but a figure can NEVER make an attack during movement. Attacks must always wait for the action phase of the turn.

HIDDEN MOVEMENT

When a figure is invisible and the opposition does not use Mage Sight, or when a figure is in one of several connected shadow hexes and the opposition does not know which one, hidden movement is allowed.

An invisible (or shadowed) figure is taken from the board. Thereafter, its location is not revealed unless it:
   a. uses a missile spell or makes any physical attack;
   b. becomes adjacent at any time to an enemy figure (including images and illusions);
   c. is wounded, falls down, or goes through a (non-shadowed.) fire hex.

When one of these events occurs, the location of the hidden figure AT THAT MOMENT is revealed. It stays revealed only as long as the hidden figure stays adjacent to an enemy or in a fire. Other events reveal its location only for an instant.

The player with a hidden figure makes a note, each turn, of where it moves. When Mage Sight is used, or invisibility turned off, the counter is replaced.

When an invisible/shadowed figure is attacked (even by a figure who knows where it is), the attack is at -6 DX because you can't see it. An attack into a hex where you HOPE an invisible/shadowed figure is has the same -6 DX. The same goes for casting of spells and attempts to miss an invisible figure.

When a figure is created "on top of" an invisible figure, the location of the invisible figure is revealed and the creation appears in the adjacent hex. Exception: Fire, Shadow, and Rope, which can occupy a hex with a figure, appear ON the invisible figure.

Hidden movement can cause difficulties. If the GM's characters are invisible, he can just make notes of where they are. However, if the PLAYERS have an invisible figure, it may be necessary to call in a referee to keep track of where everything is. This is a good time to use the system in which a

"monster player," rather than the GM himself, handles movement and combat for the labyrinth creatures.

SURPRISE

Often a situation will arise in which one side "surprises" the other. Maybe the players will creep up on a goblin guard post and take the guards unaware . . . or maybe the players will be so busy looting a treasure chest that something will walk right up behind them.

The best way to handle surprise is to give the side that achieved surprise one free turn-that is, they get one chance to move and strike before the other side can react at all. For lesser surprise (i.e., against a guard post, where the guards were still somewhat watchful) you can run the combat normally, but give the first turn's initiative automatically to the side that achieved surprise.

INITIATIVE

Initiative, as discussed above, determines which side has the option to move first. Normally, initiative is determined by rolling a die-the side with the higher roll wins. In circumstances where the GM feels one side is much better organized than the other, he may give "initiative bonuses" either by giving one side the initiative, as described above, or by adding to one side's roll.

For example: The Tactics talent adds I to the initiative roll of a party. If the leader of the party has the Tactics talent, his party adds I to every initiative roll. If he has Strategy, his party adds 2. If you are fighting extremely stupid opponents (i.e., Prootwaddles), you might get +2 on your initiative rolls as well -though a party should NOT get an initiative bonus for fighting animals. The GM may also give an initiative bonus if he feels one side is extremely terrified, sleepy, confused, etc. This type of bonus is usually given to the players. However, he may give his OWN creatures the bonus on initiative if the party is very quarrelsome and will not listen to its own leader.

If figures are fleeing from a foe-that is, if they are disengaged, and have spent the previous turn in running away they automatically get initiative if and only if they use it to continue their escape. If they intend to turn and fight, they must roll for initiative-but if they're ahead of the enemy and running, their lead will not be sacrificed to a random die roll. Only a foe with higher MA can catch up to them if they keep running.

4. FACING

Each one-hex figure "faces" one side of its hex, as shown by the direction the counter is turned. A player may change the facing of a figure whenever it MOVES, and may always change its facing at the end of its movement turn, even if it stayed in the same hex. Facing determines which figures can be attacked by which; it is unwise to let an enemy behind you.

A figure on the ground, crawling, or bending over to pick up a weapon is considered to face "rear" in all six directions; it has no front, except for purposes of determining where it may cast spells. For casting spells, a prone or kneeling wizard has normal front hexes. Example: in the diagram below, Yzor is facing the hex directly "above" him. The 3 hexes marked "f' are his front hexes; the "s" hexes are his side hexes; the "r" hex is his rear hex. He may make a physical attack only into a front

hex, but may cast a spell into any adjacent hex, or any hex "in front" of him-see below.

A multi-hex figure, like a giant or dragon, also has front, side and rear hexes, as shown below. A giant's facing may be changed by rotating the triangular counter in the same three hexes. A dragon's facing may only be changed by moving the dragon; he is the wrong shape to spin in place.
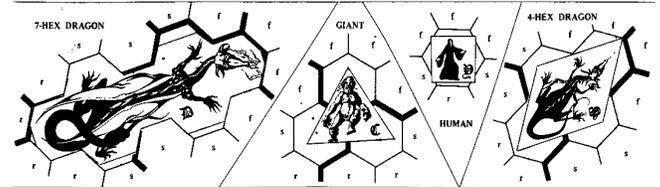
Counters shown are from THE FANTASY TRIP: **WIZARD**

ENGAGED AND DISENGAGED

Facing determines which figures are ENGAGED. A one-hex figure is engaged if it is in one of the front hexes of an armed enemy. If a figure is directly behind a foe, the front figure is engaged, but the rear one is not.

A multi-hex figure, being bigger, is harder to engage. A giant or small dragon is engaged only if it is in the front hexes of TWO or more armed one-hex figures (or one multi-hex figure). A 7-hex dragon is not engaged unless it is in the front hexes of THREE or more armed one-hex figures (or one multihex figure). In general, a smaller figure (or group) must occupy more than 1/3 as many hexes as does the larger figure, in order to engage it.

Facing also determines which figures may be attacked. A physical attack may be made ONLY against a figure engaged with you-that is, in one of your figure's 3 front hexes. A spell may be cast only on a figure which is (a) in your own hex or any adjacent hex, or (b) generally "in front" of you (see diagram). A figure CAN cast a spell on itself.

In this diagram, Tark is not engaged. Bjorn is engaged (he is in Rolf s front hex), but Rolf is not engaged (he is in Bjorn's rear hex). Karl and Astaroth are both engaged; each is in one of the other's front hexes. Jon and Grath are not engaged; they are not enemies.
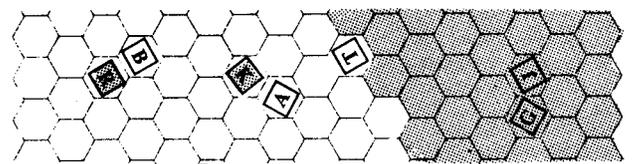
The unshaded hexes are "in front of" Tark. He can cast spells only at figures in these hexes, or in his own or adjacent hexes.

A physical attack made from an enemy's side hex adds +2 to the attacker's DX. A physical attack made from an enemy's rear hex adds +4. An enemy's facing does NOT affect adjusted DX of spells cast at him.

5. ATTACKS

An "attack" is an attempt to harm an enemy. An attack may be either magical or physical.

There are two basic types of magical attack. The first type does no direct harm-for instance, a spell to slow movement, make its victim clumsy, or trip him. The second type (i.e., a

fireball) does physical damage, although the attack itself was magical.

There are several different types of physical attack: regular, thrown-weapon, missile-weapon, hand-to-hand, jabbing with a pole weapon . . . These are covered below.

In order to make any sort of physical attack, a figure must have a READY WEAPON. A ready weapon is the weapon a figure has in his hand, ready to use. (A fist, can be a ready weapon.) A weapon stays ready after an attack, unless it is thrown, dropped, or broken (except for a crossbow, which takes time to reload). In order to change weapons, a figure must choose an option which allows him to ready a new weapon. This will take up a turn; the new weapon will then be ready at the beginning of the NEXT turn. A shield, like a weapon, is "ready" or not ready. An unready shield is slung on the figure's back.

To make a magical attack, a figure must pick option I (e). If he is casting a spell he knows, he needs nothing in hand; otherwise, he must have the book or scroll he is using "ready,' as though it were a weapon. Magical devices used to cast spells must also be "ready" before they can be used. A ring is "ready" if it is being worn.

A figure may not attack during a given turn unless he uses the "cast a spell" option (for magical attacks) or one of the attack options: I (a), I (c), II (a), (b), or (e). It IS legal to CHANGE to an attack option when your turn to act comes, if you did not move more than that option allows. For instance, if a figure stood still during movement, intending to "change weapons," and an enemy moved into one of his front hexes to attack, then the first figure could change to option I (a) and attack.

Only one attack may normally be made by each figure per turn. Exceptions to this are certain non-human figures (Dragon, Octopus); a swordsman with the Two Swords talent; or an archer who is firing two arrows in one turn. Under normal conditions, only one attack may be made per turn, and it must be made against a single figure.

During the action phase of the turn, figures act in order of their adjusted DX, with the highest adjusted DX going first. DX is affected by many things, including the position of the enemy you are attacking . . . so in a given position, a figure might have an adjusted DX of 8 when striking one foe, 10 if it attacked another instead, and 12 at yet another!

There are two exceptions to the strict rule of best-DX-goes-first. One has to do with pole weapons. If a pole-weapon user is charging, or BEING CHARGED BY, another figure, roll his attack first, regardless of DX. If there are several such attacks, roll them all, in order of their adjDX, before going to the regular attacks.

The second exception has to do with archers with such a high DX that they fire two arrows per turn. The first arrow is fired at the normal time-that is, when the archer's turn comes according to adjDX. (Don't count range to the target when deciding when his turn comes.) The second arrow is fired AFTER all other attacks have been made. If more than one archer gets a second shot, the second shots an come at the end of the turn, again in order of the archers' adjDX.

WEAPONS

The **WEAPONS TABLE** shows what weapons are available, and how much damage they do.

A character may carry as many weapons as strength allows. However, there are certain limits to how many can be effectively used and how quickly.

The READY weapon is the weapon the character carries in his hand. Only the ready weapon may be used in an attack. Unless it is thrown or dropped, it will automatically be ready again in time for the next turn.

A SECONDARY weapon is a weapon slung at the character's side. It takes one turn to switch from a ready to a secondary weapon; the secondary weapon then becomes ready and can be used the next turn. A character can have two secondary weapons and/or shields slung at his side. Daggers or flasks on the belt are also secondary weapons.

A PACKED weapon is in the character's backpack or hanging on his back. It takes 4 turns to pull out and ready one of these weapons. The only limit to the number of packed weapons you can carry is your strength.

REMEMBER: The only weapons you can use immediately are your READY ones. At any me time you may have READY either:

a 2-handed weapon, or

a 1-handed weapon and a shield, or

a shield alone, or

a 1-handed weapon done, or

2 one-handed weapons (but see **LEFT-HAND WEAPONS**).

A molotail is a 1-handed weapon, but you must have a lit torch in the other hand.

A magic scroll is a 2-handed weapon.

A flask of sleeping potion or similar "bomb" is a one-handed weapon.

Each weapon shown on the Weapon Table has a "ST needed" number. This is the strength required to wield that weapon properly. If your ST is less than that required for the weapon you are using, your DX is -1 for each ST point you lack, and the damage done is -1 for each 2 ST (round down) that you lack. (For simplicity's sake, stick with the weapons for which you have the ST!)

The crossbow is a mechanical device, so the ST rules for it are different. See **CROSSBOWS**.

PECULIAR WEAPONS

In addition to the standard sword, mace, spear, ax, and variations thereon, a number of more unusual weapons exist. Typically, these weapons do more damage than "ordinary" ones, or have special properties, but require more skill.

Each of the "peculiar" weapons listed below requires a special talent to use. Unlike regular weapons, which can be used (at some disadvantage) by an untrained person, these weapons are so specialized that they cannot be used AT ALL by one without the appropriate talent. The two exceptions are the naginata and the trident, which may be used as though they were a spear and a javelin, respectively, by anyone. Other peculiar weapons are worthless to the untrained. . . and dangerous in the hands of a master.

Naginata

A Naginata is a pole weapon with a hooked blade on one end and a point on the other. The naginata is a two-handed weapon. Its advantage is the extra damage that it does, with respect to the ST required to wield it: 1+2 damage, for a ST of 10.

Boomerang

This is not the "toy" boomerang, which returns to its user, but the war boomerang-a heavy, curved piece of wood, capable of being thrown accurately for a long distance. The war boomerang does not return; its fight is one-way and deadly. The boomerang requires a ST of 11 to use.

The boomerang is only intended as a thrown weapon. When used as a club, it does only (1-2) damage. When it is thrown, however, it does 2 dice damage. Furthermore, because it is a precisely balanced airfoil, the MISSILE WEAPON DX adjustments are used ... in other words, it is much more accurate than other thrown weapons.

Bola

In the right hands, the bola can be formidable. Two, three, or four weights are fastened together with thongs. The bola is whirled around one's head and thrown to entangle game-or an enemy.

The bola requires ST of 9. It is treated like a thrown weapon, with the following additional rules:

Before the user throws the bola, he must announce who is being thrown at, and what the target is: legs, arms, wings, or head. Each target (if the bola hits) produces a different result, as follows:

LEGS: If the bola hits, it will trip the enemy. He will immediately fall down, and will NOT be able to stand the next turn. The turn after that, he WILL be able to stand.

ARMS: If the bola hits, the victim will drop his/her weapon(s), and will not be able to pick them up for the next TWO turns, while his/her arms are entangled. The entangled individual may move normally.

WINGS: If the bola hits the wings of a flying creature, it will cause it to fall (taking one-die of damage). If the flying creature has EITHER hands OR a ST greater than 20, it will be able to stand on the next turn, and take off on the turn after that. Otherwise, it will remain grounded, but will be able to stand on the next turn, and move and fight on the ground thereafter.

NOTE: ANY attack on a flying creature (except a magical attack) is at a DX adjustment of -4. Fliers are hard to hit.

HEAD AND NECK: A bola that hits the head and neck does 1+2 damage, due to strangulation and weights hitting the head. However, this is a hard target. DX -4 if the bola user throws at the head. A head-neck hit on a flyer also brings it down, just like a wing hit. A figure hit on the head/neck with a bola may not attack on his/her next turn (one hand is loosening the new necktie), but may move normally.

If a bola misses its target and its path takes it through another occupied hex, it is assumed to be going at the LEGS of the new target figure.

Net and Trident

The Roman gladiators known as "retiarii" used this combination. It takes an ST of at least 10 to use net and trident.

The net is held in one hand, the trident in the other; thus a figure with net and trident cannot have a ready shield. (For purposes of choosing weapons, the net counts as one and the trident as one.) As long as the retiarius keeps BOTH net and trident ready, he can use both at once, but his DX is -4. He can use either one at normal DX.

When both are ready at once, both can be used to attack on the same turn, as long as the same figure is attacked (remember, DX -4), just as though a main-gauche and sword were being used.

The trident is a pole weapon, and does I die of damage. The net is barbed, and can be swung to do 1-3 damage.

Either the net or the trident can be thrown. They CANNOT be thrown simultaneously; nor can the retiarius attack with one on the turn in which he throws the other. The trident is treated like any other thrown weapon. The net is treated like a thrown weapon, EXCEPT that, if it hits, it:

(a) does its regular 1-3 damage;

(b) entangles the target, causing him/her to fall. In order to stand up next turn, the target must roll his adjDX on 3 dice. If he fails to make that DX roll, he lies there another turn, and takes another 1-3 damage . . . and so on, every turn, until he can make the roll to stand.

The retiarius' standard tactic is to entangle his enemy, then charge with the trident. When fighting retiarii, some gladiators would try to cut up the net before it was thrown. If you have an edged weapon, you may strike at the net instead of the net wielder. The net (obviously) has no armor, and when it takes 5 hits it is useless.

Sha-Ken

Sha-ken, or throwing stars, are small barbed or spiked disks meant to be thrown at enemies.

A figure of any strength can use throwing stars. A pouch of 12 can be carried on the belt, and weighs .7 kg when full.

A throwing star does 1-2 damage when it hits.

Throwing stars have two advantages: first, a master can throw one at a time with great accuracy, like a dagger (see **DAGGER MARKSMANSHIP);** second, several can be thrown at once.
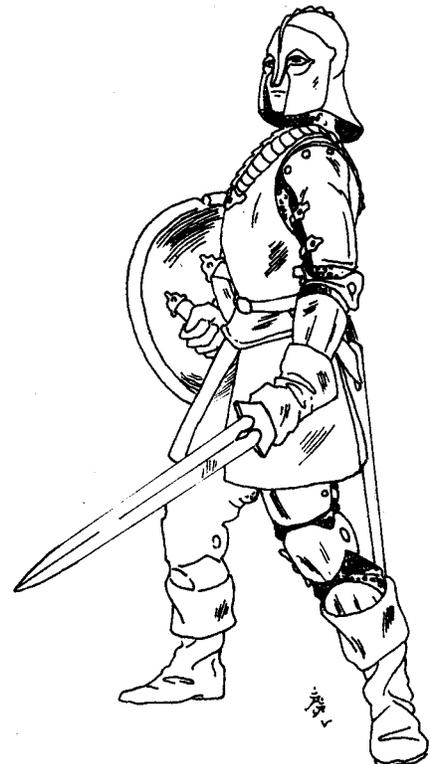
Up to 12 sha-ken can be thrown at once (at the same target). Dexterity adjustments for throwing several sha-ken at once are as follows:

One at a time: No DX adjustments.
Two or three at a time: DX -2.
4, 5, or 6 at a time: DX 4.
7, 8, or 9 at a time: DX -6.
10, 11, or 12 at a time: DX -8.

When several throwing stars are used at once, each one is rolled for separately. All are assumed to be following the same fine, for purposes of rolling to see if they hit other figures after missing the intended target. AD are readied at once.

Obviously, most people will miss if they use a whole handful of sha-ken . . . but a high-DX figure can be deadly with them. There is a 50% chance that any throwing star which hits a wall will break.

Cestus

The cestus is a spiked gauntlet, strapped onto a fighter's hand. A single cestus is treated exactly like a main-gauche, except that, being fastened on, it is always ready and cannot be dropped, either accidentally or intentionally, during combat. A fighter cannot hold a shield or other weapon in a hand bearing a cestus.

A fighter may wear TWO cesti-one on each hand. In that case, he "boxes" with them (this is how the Romans used them). He may attempt to hit with both, each turn. His DX is -3.

Quarterstaff

Famed as the secondary weapon of Robin Hood and his Merry Men, the quarterstaff is easy to use but hard to master.

As a regular weapon, the quarterstaff requires an ST of 1 1 and does 1+2 damage.

The quarterstaff may also be used to (attempt to) disarm an opponent. At a DX adjustment of -4, a quarterstaff user may strike at a foe's WEAPON. If he hits, the foe must then make his own adjDX roll on 3 dice. If he misses the roll, he drops the weapon.

Lasso

The lasso or lariat, in the hands of a skilled user, is both a weapon and a valuable tool. The lasso can strangle a foe-but it can also retrieve lost items, grab a tree-limb to set the stage for an escape, or capture a runaway animal.

The lasso has a range of approximately 15 meters. It is ineffective within 2 meters-therefore, a lasso user may attempt to catch anything from 3 to 15 hexes away. A lasso may be made of any piece of rope of the right length.

Use the missile-weapons DX adjustment for determining success. If the target is successfully lassoed, the lassoer may immediately pull the rope tight and proceed from there as he sees fit. If the target is missed, it will take at least 6 turns (30 seconds) to pull the lasso in and re-coil it for another throw. The GM may decree that circumstances (i.e., battle) make pulling it in more difficult, or even impossible.

If a human or humanoid target is lassoed, the lasso may go for the neck (doing 1+2 damage), either arm (causing whatever is being held to be dropped, but doing no damage), or the body (knocking the victim down, but doing no damage). Any creature caught by a lasso gets a saving roll (3 dice vs. DX) every turn to loosen, break or cut the rope IF the creature has

either hands or a ST greater than 20. Other creatures cannot escape. The saving roll applies on the turn AFTER the creature is roped. If the victim attempts a saving roll to get rid of the lasso, it may do nothing else that turn.

It is also possible to lasso a flying creature. Proceed as though the lasso were a bola going for the wings (see above).

Whip

A bullwhip is a limited but nasty weapon. It can strike at any target 3, 4, or 5 hexes from its user, regardless of intervening figures. It normally does 1-1 damage. However, a whip user may attempt to hit the head or hands of his target, doing special damage-the rules are the same as those given under DAGGER MARKSMANSHIP.

A whip may also be used exactly as though it were a lasso (see above), except that its range is limited. The DX adjustment is also different. A whip user suffers no DX adjustment of any kind for range, but can never strike closer than 3 or farther than 5 hexes away.

Nunchuks

Nunchuks are flail-type weapons-two wood rods connected by a strip of leather. A nunchuk user fights with one in either hand, but normally only strikes with one a tum. If he strikes with both, his DX is 4.

Nunchuks require a ST of only 8, and do 1+1 damage.

Spear Thrower

A spear thrower is a wooden or metal shaft, hollowed out slightly at one end to fit the butt of a spear or javelin. It increases the power of a thrown spear. The spear-thrower remains in the hand and may be re-used *after* another spear is readied; it may also be used as a club to strike an enemy, doing 1-2 damage.

A spear thrower may be used with any spear or javelin, but with no other weapons. A spear or javelin thrown with a spear-thrower does 2 extra hits of damage and flies with +4 DX.

Blowgun

The blowgun is a hollow tube through which darts can be shot -usually by puffing with the breath, but sometimes by a mechanical device using a bellows. Such darts are no more than a nuisance unless poisoned.

When an unarmored figure is struck by a blowgun dart, he will be affected by whatever was on the dart (see **POISON**). An armored figure will not be affected unless the dart hits exposed skin. The chance that a mechanically fired dart will find an opening is negligible. A fighter using a blowgun may aim for a vulnerable spot: DX -6 if the target figure is wearing plate armor, -4 if any other armor.

Contrary to popular belief, the blowgun is not very accurate. Treat it as a thrown weapon for DX purposes, though of course the blowgun remains ready and may be fired once each turn. It IS almost totally silent.

ROLLING FOR A HIT

When a figure attacks, the player states which enemy is being attacked. He then rolls 3 dice to see whether or not he hit the enemy. To hit, a figure must roll its ADJUSTED DX or LESS on 3 dice. Thus, a figure with adjDX 8 must roll 8 or less.

Many factors affect DX. Some of the most common are the armor the attacker is wearing; the defender's facing; spells which may have been cast; and wounds the attacker has suffered. Various DX adjustments for various circumstances, some of them very unlikely, are scattered through this book.

Adjustments are figured before *each* attack. The adjDX represents the chance to hit the enemy, as stated above. Attacks come off in order of adjDX counting everything BUT missile and thrown weapon range; a distant target makes you less *accurate* but no *slower.*

The roll to hit is adjDX or less on 3 dice, as stated above. BUT:

A roll of 3 always hits, regardless of DX, and does *triple damage.*

A roll of 4 always hits, regardless of DX, and does *double damage.*

A roll of 5 always hits, regardless of DX.

A roll of 16 always *misses,* regardless of DX.

A roll of 17 always *misses,* and the attacker drops that *weapon* in his own hex. (A thrown weapon drops in the target hex instead.)

A roll of 18 always *misses,* and the attacker's weapon is *broken.*

A roll of 17 or 18 is an automatic miss for an animal or a bare-handed fighter. Furthermore, he hurts *himself* in the attack, and takes 1 die of damage (regardless of armor or magical protection).

ROLLING FOR DAMAGE

If the attacker hits with a spell, that spell automatically takes effect-tripping, dazzling, or whatever it does. However, if the spell does physical damage, or if the attacker hit with a physical attack, he must then roll to see HOW MUCH damage was done.

The number of dice the attacker rolls for damage is determined by the weapon or spell used. Damage done by weapons is shown on the WEAPON TABLE below. For instance, a broadsword gets 2 dice, as shown by the "2" in the "Damage" column. If you hit with a broadsword, roll 2 dice. The result is the number of hits the enemy takes (although his armor will stop some of those hits). Some weapons have pluses or minuses. A small ax gets 1+2, which means that you roll 1 die and add 2 to the result. If you hit with a small ax and roll 3, the enemy takes 5 hits.

Some weapons (bare hands, clubs, cesti, and daggers) do differing amounts of damage, depending on the user's ST. Spears and bastard swords have two damage numbers-one for one-handed use and one for two-handed use.

Missile spells do damage proportional to the amount of ST the wizard puts into them. If a wizard expends 5 ST casting a lightning bolt, for instance, he creates a 5-die lightning bolt; he rolls 5 dice to determine the damage it does if it hits.

ARMOR AND SHIELDS: PROTECTION FROM HITS

Armor**,** shields and other types of protection can guard their users from harm by stopping a certain number of hits from each attack. For instance, chainmail stops 3 hits per attack. This is a subtraction from EACH successful attack against the protected figure. If a figure wearing chainmail is hit by two attacks during the same turn, one doing 5 hits damage and the other 3, he would actually take only 2 hits damage from the first attack and none at all from the second. The chainmail stops the other hits.

Other kinds of protection work the same way. Different kinds of armor and shields, magical protective spells like Stone Flesh, and the natural fur and scales of some animals-all subtract hits. The effects are cumulative. For instance, a wolf's fur stops 1 hit per attack. If the wolf is also protected by a Stone Flesh spell, which stops 4 hits per attack, the wolf's total protection is 5 hits/attack. If he is hit by a broadsword (2 dice damage) and an 8 is rolled, only 3 hits will be marked off against the wolf's ST. His fur and the Stone Flesh stop the other 5.

To be realistic, though, we must take into account the fact that not all kinds of protection are equally good, as follows:

MAGICAL protection will subtract from ANY kind of damage taken.

ARMOR (either man-made or natural fur/scales) protects against most things, including fire, sword cuts, blows, missile spells, bites, and falls. However, it only protects against slime or similar attacks for one turn.

SHIELDS protect against physical or missile-spell attacks from the 3 front hexes (or, if slung on the back, from the back hex). They do not protect at all against fire, slimes, insect or vermin attacks, falls, failing rocks, etc. Regular shields protect against missile-weapon attacks from the front, but a main gauche does not.

By extrapolating from these examples, GMs should be able to make logical decisions in cases where characters are faced with some unusual form of damage. As always, the GM's function is to provide a reasonable and realistic ruling.

"Using up" your armor or shield: It would not be unreasonable to assume that armor and shields are slowly chopped up as they absorb hits. If you want to add this bit of realism (and keep in mind that it's *optional*-it means more record-keeping) then assume that any shield will absorb 20 times its "hits stopped" and then become useless. Small shields are thus very short-lived; larger and/or magic ones last longer. Armor takes 40 times its "hits stopped" before becoming useless; however, half-destroyed armor can be repaired for somewhat less than the cost of new gear. If you want to get really accurate and complicated, let armor offer 1 hit less protection when it's absorbed 20 times its "hits stopped," and 2 hits less when it's absorbed 30 times this number. Thus, the armor slowly degrades.

A much more playable compromise is to treat armor as "immortal" but insist that non-magical shields be replaced after each adventure.

The simplest method is to treat ALL armor and shields as permanent.

WEAPONS TABLE

SWORDS

	Damage	ST	Cost	Wt (kg)	Notes
Dagger*	1-1	-	$10	.1	See **COMBAT WITH BARE HANDS, DAGGERS, CESTUS, OR CLUB**
Rapier	1	9	$40	.5	
Cutlass	2-2	10	$50	1.5	
Shortsword	2-1	11	$60	2	
Broadsword	2	12	$80	2.5	
Bastard Sword (1 hand)	2+1	13	$100	3.5	
Bastard Sword (2 hands) †	3-2	13	$100	3.5	
2-handed Sword †	3-1	14	$120	5	
Great Sword #	3+1	16	$150	7	

AXES/HAMMERS/MACES

	Damage	ST	Cost	Wt (kg)	Notes
Club*	Varies	-	$10	1.5 and up	See **COMBAT WITH BARE HANDS, DAGGERS, CESTUS, OR CLUB**
Hatchet*	1	9	$15	1	
Hammer*	1+1	10	$25	2	
Mace*	2-1	11	$40	3	
Small Ax*	1+2	11	$30	2.5	
Military Pick	2	12	$60	4	
Morningstar	2+1	13	$100	6	
Great Hammet †	2+2	14	$110	8	
Battle Axe #	3	15	$130	10	

MISSILE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Thrown Rock	1-4		-	.3	
Sling	1-2		$2	.5 (including rocks)	
Small Bow †	1-1	9	$20	2	2 shots/turn, if adjDX = 15+.
Horse Bow †	1	10	$30	2	2 shots/turn, if adjDX = 16+.
Longbow #	1+2	11	$40	2	2 shots/turn, if adjDX = 18+.
Light Crossbow †	2	12	$50	3	Fires every other turn, or every turn if adjDX= 14+.
Heavy Crossbow †	3	15	$80	5	Fires every 3rd turn, or every other turn if adjDX = 16+.
Arrows (20)	-	-	$20	.5	
Crossbow Quarrels (20)	-	-	$20	.5	
Sling Pellets (20)	-	-	$2	.5	
Cranequin	-	8	$30	1	Used to cock a crossbow - (q.v.).

POLE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Javelin*	1-1	9	$20	1.5	1 1/2 meters; too short to make a 2-hex jab.
Spear*	1	11	$40	3	2-21/2 meters
'Spear (2 hands) *†	1+1	11	$40	3	2-21/2 meters (sometimes much longer)
Halberd †	2	13	$70	8	2-2 1/2 meters
Pike Ax †	2+2	15	$100	10	2 1/2-3 meters
Trident*	1	10	$30	2	1 1/2 meters; too short for a 2-hex jab.
Naginata †	1+2	10	$65	4	2 meters
Cavalry Lance	3-1	13	$100	9	3 1/2-4 1/2 meters. Useable only by mounted figures - see **MOUNTED COMBAT**.
Pike †	2+1, OR as a spear.	12	$50	6	5 meters. Normally only used, grounded, vs. cavalry - see **MOUNTED COMBAT**.

PECULIAR WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Quarterstaff †	1+2	11	$20	1.5	
Net*	1-3	10	$40	1	
Cestus	(Notes)	-	$20	1	Damage depends on ST
Whip	1-1	8	$30	S	
Lasso*	Varies	8	$10	.5	
Boomerang*	2	11	$20	1.5	
Nunchuks	1+1	8	$35	2	
Spear Thrower	+2	(Notes)	$15	1	ST for spear thrown
Blowgun †	See **POISON**	any	$15	.5	
20 Darts	See **POISON**		$10	. 1	
Torch	(Notes)		$ 1	.5	See **FIRE AS A WEAPON**
Table, Chair, etc.*?†?				-	GM's discretion. . .
Wizard's Staff	1			-	See under MAGIC, or STAFF spell. Weight depends on size; a wand is almost weightless, while a true staff might weigh 1.5 kg or even more. A Staff of Power does 2 dice damage.
Molotail *		any	$20	1	See **FIRE AS A WEAPON**.
Gas bomb*		any	varies	1	See POTIONS under **GAS BOMBS**
Bola*	-	9	$15	.5	See **Bola**
Sha-ken*	1-2	any	$ 3	.05	See SHA-KEN. A pouch of 12 weighs .7 kg.
Arquebus †	3+3	-	$500	6	See **GUNPOWDER WEAPONS**
Blunderbuss †	1+2	-	$200	2	See **GUNPOWDER WEAPONS**
Grenade	(Notes)	-	$600	1	See **GUNPOWDER BOMBS**
Petard	(Notes)	-	$2500	6	See **GUNPOWDER BOMBS**
Gunpowder (1 charge)			$100	-	See POTIONS under **GAS BOMBS**

ARMOR AND SHIELDS

Type	Hits stopped	DX-	Cost	Wt (kg)	MA	Notes
Cloth Armor	1	-1	$50	7	10	See **ARMOR AND SHIELDS: PROTECTION FROM HITS**
Leather Armor	2	-2	$100	8	8	These are weights and costs for
Chainmail	3	-3	$200	15	6	HUMAN- sized figures.
Half-plate	4	-5	$300	20	6	For other figures, see
Plate Armor	5	-6	$500	25	6	Armor Weights and Costs.
Fine Plate	6	-4	$5,000	25	6	
Pack on Back	1	-1 or -2	Varies	-	-	Stops 1 hit from rear only
Small Shield	1	0	$30	5	-	See **ARMOR AND SHIELDS: PROTECTION FROM HITS**
Spike Shield	1	0	$40	6	-	If used as 2nd weapon, does 1 - 2 damage. DX -4.
Large Shield	2	-1	$50	10	-	
Tower Shield	3	.2	$70	15	-	
Main-Gauche	1	-2/4	$20	.3	-	See Main-Gauche under **LEFT-HAND WEAPONS**

    *-This weapon may be thrown-see **THROWN WEAPONS**.

    †-This is a two-handed weapon. If the fighter has a shield, it must be slung on his/her back while the weapon is ready

The DX-for various kinds of armor and shields are for figures of normal ST. Figures with very great ST (18 or over) can use armor and shields with less difficulty.

All the costs given above are for normal weapons. Finely-made or enchanted weapons (q.v.) will have special properties.

Weapons and armor made of silver, instead of iron, are available. Such equipment is necessary for wizards who wish to fight without an extra DX-Silver weapons and armor cost 10 times as much as ordinary ones.

They weigh the same, do the same damage, and require the same ST to use. If a weapon has ANY metal parts, they must be of silver for a wizard to use that weapon without injuring his magical abilities.

See *Advanced* Wizard, "Iron, Silver, and Magic," for the DX penalty explanation.

OTHER WEAPONS

The Weapons Table obviously does not list all the types of weapons ever invented; it just gives a representative sampling, with weapons at each ST level. Below are listed a number of other weapons from Earth history, with equivalent weapons from the table. "Equivalent," of course, does not mean identical. A stiletto is not an ordinary knife, and a scythe is not a spear-but if you want to arm a fanner with a scythe, treat it as though it were a spear.

DAGGER: cinquedea, dirk, estradiot, katar, kindjal, misericorde, poignard, stiletto

MAIN-GAUCHE: hachiwara, jittei, madu, swordbreaker RAPIER: bilbo, epee, fleuret, foil, tuck

CUTLASS: bandol, hanger, kris, machete, parang, saber, saif, snickersnee

SHORTSWORD: dalwey, estoc, falchion, sapara, sax, spadroon, tulwar, wakizashi

BROADSWORD: farangi, flamberge, katana, parsa, scimitar

BASTARD SWORD: cladibas, hand-and-a-half, jin tachi, o-dachi, spatha

TWO-HANDED SWORD: claymore, no-dachi

CLUB: baseball bat, bicycle chain, cudgel, war fan, shillelagh HATCHET: tomahawk

SMALL AX: ankh, crowbill, galraki pick

MACE: dabus, gargaz, kanabo, knobkerrie, u'u MORNINGSTAR: flail, holy-water sprinkler

BATTLEAXE: balta, doloire, francesca, masa-kiri, o-no, shoka

JAVELIN: angon, djerid, harpoon, jaculum, pilum

SPEAR: assegai, chogan, lance, military fork, runka, scythe

HALBERD: bec-de-corbin, bill, brandestoc, godendag, guisarme

PIKEAX: berdiche, glaive, fauchard, Lochaber ax, poleaxe, voulge

SMALL BOW: hankyu LONG BOW: daikyu

LIGHT CROSSBOW: prodd (shoots slingshot pellets)

HEAVY CROSSBOW: arbalest

POLE WEAPONS

Pole weapons used in this game include the javelin, spear, halberd, and pike. In normal combat, these weapons do slight' slightly less damage than regular weapons requiring equivalent strength, since they are clumsier. However, pole weapons are the ONLY hand-held weapon that can be used to attack an enemy not in an adjacent hex, and they are especially good against a charging foe-or when being used in a charge.

A charge attack is defined as an attack in which the attacker moves from a non-adjacent hex to a hex adjacent to his target. If you begin your move next to (but not engaged

with) an enemy, you can move one hex away and then move back this is still a charge attack. Pole weapons are good either FOR or AGAINST charges.

A pole weapon's length gives it an advantage in a chargeattack situation. Therefore, on any turn when a pole weapon is being used IN a charge attack or AGAINST a charge attack (or both), roll all the pole-weapon results FIRST, in order of adjDX, before resolving any other attacks. Thus, a polearm user has a chance to kill (or knock down) a figure with a shorter weapon before the other can strike-even if the other figure has a higher DX.

A figure who stands still (or simply changes facing) and uses a pole weapon against a charge attacker gets a +2 DX. If a figure has not yet moved, it is perfectly legal for it to turn in place during its movement phase to face a figure attacking from behind. A figure which has already moved, of course, may not change facing again.

In any case where a pole weapon is being used in a charge attack, or against a charge attack, it does DOUBLE DAMAGE if it hits.

When one polearm user charges another, BOTH results win be rolled before any other combats are resolved. The one with the higher adjDX will strike first-then, (if he fives) the other one.

When a polearm is used in regular combat (not charging), it does only normal damage, and is rolled in its turn like any other weapon.

JABBING WITH A POLE WEAPON

A pole weapon can be used to strike at a figure TWO hexes away. This is called a "jab." There is no DX penalty. A polearm user has a "jab" area in front of him-the 3 hexes ahead of his front hexes-as shown. A javelin *is too short* to jab.
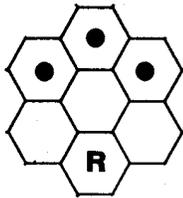
The polearm user (Ragnar again) may jab at a foe in hex Y only if there is no one in hex X. He may jab at a figure in either of the Z hexes, regardless of intervening figures, because he is jabbing along a line between hexes. A spearman working from between and behind two swordsmen is a dangerous foe.

A jab is a regular attack. A polearm user may NOT "charge" to a hex 2 hexes away from his victim and jab for double damage; a jab only does normal damage, no matter how the polearm user or his target had moved.
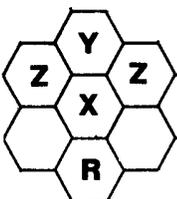
SHIELD-RUSH ATTACKS

The "shield-rush" (slamming your shield into your foe in order to knock him over) is an important tactic in some kinds of combat.

The shield-rush is considered an attack for all purposes; that is, you can strike with the shield as a charge attack or regular attack. If you rush with the shield, you may not also strike with a weapon.

In order to make a shield-rush, you must have a shield ready. Make your attack by rolling as usual. If you fail to make your "to hit" roll, nothing happens. If you DO make your roll, your ENEMY must now make a saving roll to stay afoot.

To stay afoot after being hit with a shield rush, your foe must make a saving roll against his adjDX. If the figure who hit him is AS STRONG or STRONGER, this is a regular 3-die roll. However, if the figure who hit him is WEAKER, only TWO dice are rolled. Since it is fairly easy to roll your adjDX or less on two dice, a shield rush by a weaker figure is not too dangerous. (A roll of 12, though, is an automatic fall. On 3 dice, a 16, 17, or 18 is an automatic fall.) A figure which fails to roll its adjDX or less immediately falls down.

When comparing strengths for a shield-rush, use original ST, not wounded ST. Also, note that a rush against a figure more than twice your ST will have no effect. Shield-rushing a giant is pointless ...

A successful shield rush with a spike shield puts (1-2) hits on your enemy, as well as knocking him down. Other shields do no damage in a shield rush.

LEFT-HAND WEAPONS

A fighter may use a main-gauche, or left-hand dagger, with any other one-handed weapon. It may be used in two ways:

(1) On any turn the fighter uses it only as a shield, it stops one hit from any non-missile attack, and adjusts his DX by -1.

(2) On any turn he uses it as a shield AND weapon, it still stops one hit from any non-missile weapon. It also lets him make TWO attacks that turn (against the same enemy); one with the main-gauche and one with the other weapon. BOTH attacks are at DX -4.

A figure may use 2 daggers, or a dagger and main-gauche, in HTH combat, but this gives him a -4 DX adjustment

A figure with the Two Weapons talent can fight effectively with a regular weapon in each hand. A person who does not have this talent may attempt the same feat, but his DX will be -6 for each attack, and he gets no defensive advantage.

THROWN WEAPONS

Some weapons may be thrown (see WEAPON TABLE). A thrown-weapon attack is treated exactly like a regular attack, but there is a DX adjustment of -1 for every hex of distance to the target. A target 3 hexes away is attacked at -3 DX.

It is possible for other figures to block the path of a thrown weapon. If a line drawn from the center of the attacker's hex to the center of the target hex passes through any hex containing a standing figure, that figure is "in the way." A line passing along the edge of a hex does NOT go through that hex. When a weapon is thrown, the attacker must FIRST "roll to miss" each figure between him and his target. The attacker makes his DX roll as usual, but if he rolls his adjDX or below, he MISSES, and the weapon flies past; otherwise, it hits.

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If you roll to miss an *enemy* (for instance, to hit a more important foe) and fail the roll, you do *not* hit the enemy you tried to miss ... instead, the weapon falls to the ground in his hex, UNLESS you roll a 14 or above. (This keeps a clumsy figure from "trying to miss" and hitting easily.)

When you are "rolling to miss," a 14 becomes an automatic hit, a 15 a double-damage hit, and a 16 is a triple-damage hit. 17 means the weapon drops in that hex; 18 means it breaks.

When a thrown weapon hits, it falls to the ground in that hex.

If a thrown weapon misses its intended target, it continues along the fine drawn between the attacker's hex and the target hex for 10 hexes past the target hex. Roll for each standing figure whose hex the line passes through (rolling to hit or miss, as appropriate), until the weapon hits, goes 10 hexes, or strikes a wall and stops.

Whether the attacker is trying to hit or miss, his DX is always adjusted by -1 for each hex distance to the figure rolled for.

A may throw a weapon at B (DX -2) or C (DX -3). To throw at D, he must roll to miss B (DX -2) before rolling to hit D (DX -3). He may throw at E (DX -2), but if he misses, must then roll to hit (or miss) F (DX -3). If he misses F, he must roll for G (DX -4). If he wanted to hit G, he would have to roll and miss both E and F. He CANNOT throw at H, who is in the shaded area-BEHIND him.
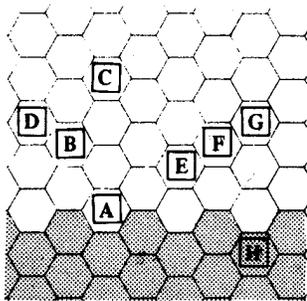
Thrown Spells

Some spells-marked with a (T) in the Spell Table-are "thrown" spells. This simply means that they are targeted just as though they were thrown weapons. The DX adjustment is exactly the same. However, with a thrown spell, there is no chance of hitting the wrong target. If the wizard misses the DX roll, the spell fails entirely, and has no effect except to cost the wizard a strength point.

MISSILE WEAPONS

Generally, only a disengaged figure may attack with a missile weapon. A figure with a missile weapon ready can get off *one shot* if suddenly engaged, but must then drop the missile weapon.

Missile weapon fire calls for a DX adjustment based on the number of **MEGAHEXES (MH)** distance to the target. If the target is in the same MH or is 1 or 2 MH distant, there is no DX adjustment. If the target is 3 or 4 MH distant, DX is -1. If the target is 5 or 6 MH distant, DX is -2.

Otherwise, missile weapons follow the same line-of-flight rules as do thrown weapons. The target must be in front of the attacker, and the attacker must roll to miss any standing figure in the way. A missile which misses its target continues until it hits a wall or figure; roll as above to hit (or miss) each figure its line of flight passes through, making new DX adjustments as necessary. A roll of 17 or 18 on any target but the first breaks the ARROW but does not affect the bow.

Missile weapons never get adds for the target's facing.

The DX adjustments for missile and thrown weapon distance are NOT considered when determining which figure attacks first.

CROSSBOWS

Crossbows are powerful, deadly missile weapons. Since a crossbow is a mechanical device for storing energy and releasing it to propel a bolt, the ST rules for crossbows are special.

In order to ready (i.e., cock) a crossbow, a figure must either have the minimum ST listed for that type of crossbow, or use a cranequin (see below). Note also that a crossbow can rarely be fired more often than every other turn, even if it is cocked by hand-see the Weapon Table.

Any figure can fire a crossbow. However, the DX of a figure without the Crossbow talent will be at 4. Furthermore , anyone too weak to fire a given crossbow is certainly too weak to hold it steady and fire it accurately. A big crossbow is *heavy* and *kicks.* Therefore, DX for firing a crossbow is also -1 for every basic ST point by which you're too weak to cock it. Yes, it's possible for your weakling characters to carry heavy crossbows, cocked by their dwarven friend, in order to lay down a barrage of 3-die bolts at the beginning of each battle. However, it will be a very inaccurate barrage!

Cranequins, or windlasses, are devices used to cock a crossbow mechanically. There are several different types; the differences don't matter here. A cranequin requires a ST of 8. It takes 12 turns (one minute) to fully cock a crossbow with a cranequin. On the 13th turn, the user can place a bolt in the bow and fire. This assumes the archer has the Crossbow talent. If he doesn't, he can still use the cranequin, but it will take twice as long (or longer, if the GM rules the figure knows *nothing* about weaponry). A partially-wound-up crossbow can be set down without unwinding, if necessary; the work will not be lost,

Not all crossbows use cranequins. Half of all crossbows cannot be used with a cranequin; 1/6 cannot be used *without*

one. 1/3 can be used with a cranequin *or* hand-cocked, as the user wishes. There is only a 33% chance that a given cranequin-type crossbow will work with a randomly-chosen cranequin, since models differ. These facts, and a couple of dice , will let a GM determine what the players have looted from their latest kill or found on sale in a shop.

Giant crossbows are sometimes used as siege weapons or traps. A proper name for an enormous crossbow is *scorpion; arbalest* may be applied either to a giant bow or a large handheld model. A scorpion always requires its own giant-sized cranequin for cocking, and takes *at least* 12 turns to wind up. A figure with the Crossbow or Engineer talent will be able to handle a scorpion. All others are at -4 DX to fire it and may have a great deal of difficulty using the cranequin without breaking something or injuring themselves!

A giant crossbow does not do as much damage, proportionately, as a small one; they lose efficiency with size. Even so, an "inefficient" weapon that can throw a javelin-sized bolt several hundred yards, doing four or five dice of damage to the unfortunate target, should not be taken lightly.

Crossbows normally fire every 2nd or 3rd turn (depending upon user's DX and type of bow-see **WEAPONS TABLE**). Reloading a crossbow comes under the "ready weapon" option for all purposes.

Prone and Kneeling Fire

Crossbows may be fired from a prone position. Any bow may be fired from a kneeling position. A crossbow may be reloaded by a prone or kneeling figure.

A crossbowman lying prone gets a +1 DX adjustment.

Sheltering Directly Behind Fallen Bodies

Any figure may lie prone or kneel in the same hex with sheltering body. A missile/thrown weapon attack then has a chance of hitting that body instead. Any figure making a missile or thrown weapon attack against a "sheltering" figure suffers a -4 DX adjustment. In a situation where it matters (i.e., the "body" was still alive), the archer must make a second roll- rolling his adjDX to try to MISS-if and only if he misses his original target.

Oversized Targets

Everything else being equal, a big target is easier to hit. Therefore, missile and thrown weapons, and missile spells, get a DX bonus when aimed at big targets-i.e., multi-hex figures.

This rule assumes that when you fire at one hex of a multihex creature, a shot which otherwise would have been a nearmiss might hit an *adjacent* hex of the same creature. When you make a missile/thrown weapon/missile spell attack on a multihex creature, proceed as follows:

1. Pick your target hex on the creature you are attacking. Your line-of-flight is calculated with respect to the center of this hex only.

2. Count the other hexes of the target figure as follows: Any hex at which you could take a clear shot (the fine from the center of your hex to the center of that hex is totally unobstructed) counts 1. Any hex which would require you to "roll to miss" something in the way if it were the target hex counts 1/2 Any hex whose center point is obstructed by a solid obstacle (like a wall) or by another hex of the *target* figure counts zero. Add up the values of these hexes and round down (3 1/2 would count as 3). This is your DX bonus for that shot. *This DX bonus cannot exceed 4.*

Note that this makes the facing of the target as important as its size. A 5-hex-long lizard attacked from the side would give you DX +4. If it were running straight at you, though,it would present only a 1-hex-wide target, and you would get no DX bonus at all!

Flying Targets

Missile/thrown weapon/missile spell fire at targets overhead (i.e., up on a cliff, or flying) is at -1 DX for every 3 meters (about 10 feet) of vertical distance. (Remember, too, the -4 DX penalty for attacking any flying creature.) The vertical distance DX-works both ways; an ordinary archer riding a dragon at any height will have such a DX-that he will never Wt any target on the ground except through sheer luck.

Missile Spells

There are four Missile Spells: Magic Fist, Fireball, Lightning and Wizards' Wrath. They are called *missile* spells because the DX adjustment is made just as though they were real missiles. Also, like missiles, they can miss their target and hit something else.

When using a missile spell, a wizard must "roll to miss" figures in the way before the spell reaches its intended target, and roll to miss (or hit) figures behind the original target if the spell misses it.

HITTING YOUR FRIENDS

An attacker must "roll to miss" when his missile or thrown weapon passes through the hex of a figure he does not want to hit (see **THROWN WEAPONS**). In the, same way, he must "roll to miss" a friendly figure when he strikes at an enemy in the friendly figure's hex and misses. This can happen when a standing figure tries to hit an enemy on the ground in hand-to-hand combat (see below) and misses. He may then roll, one by one, to see if he hits other enemies in that hex. If he misses them all, he must roll, one by one, to MISS each friendly figure in that hex. He stops rolling when he hits one figure, or misses them all.

Figures in HTH combat never hit their friends in the same HTH combat. Only standing figures striking "into the pile" must roll.

HAND-TO-HAND COMBAT

A figure may move ONTO an enemy figure's hex, initiating HTH combat, if (a) the enemy has his back to the wall, or is lying down, prone, or kneeling, or (b) the enemy has a lower MA, or (c) the attacker comes in from the rear, or (d) the enemy agrees to HTH combat. Initiating HTH combat is considered an attack.

To initiate HTH combat, a figure moves onto the enemy figure's hex. If the attacking figure is disengaged, this is a regular move. If the attacking figure is engaged, he may shift onto a figure engaging him to attempt HTH, even if he is engaged with other figures as well. When you're surrounded by foes, sometimes the best thing you can do is jump on one of them!

If the attacker had a dagger or main-gauche ready, he may use it in HTH. Otherwise, he drops his ready weapon/shield in the hex he came from and attacks bare-handed.

When a figure is attacked HTH, it immediately (that is, still in the movement phase) rolls one die to determine its defense against the HTH attack, as follows:

On a roll of 1 or 2, the defender drops his ready weapon and/or shield (unless ready weapon is a dagger) and fights bare-handed. Both figures fall to the ground in the defender's hex.

On a roll of 3 or 4, the defender drops his ready weapon and/or shield, but has time to ready his dagger if he has one. He will be able to use it in his next attack. Both figures fall to the ground in the defender's hex.

On a roll of 5, the defender does not drop his weapon, and the attacker immediately backs up to the hex from which he entered the defender's hex. HTH combat does not take place.

On a roll of 6, the defender does not drop his weapon, and AUTOMATICALLY hits the attacker. This hit happens *immediately.* The defender can still make an attack (or take other action) that turn. The attacker must retreat one hex as above. HTH combat does not take place. (If the attacker jumped the defender from behind, or if the defender is unarmed and does not have unarmed-combat skill, ignore a 6 and roll again.)

Since figures in HTH combat are on the ground and/or grappling with their foe(s), they always get the +4 "rear hex" DX adjustment.

A figure on the ground beneath a larger figure (see **TRAMPLING**, below) may elect to attack HTH, rather than trying to escape. In this case, the large enemy does NOT get a roll to determine his defense; neither must he fall to the ground himself. The small figure is fighting HTH, but the larger one may continue to stand and fight normally. Otherwise, though, figures in HTH are assumed to be on the ground.

During the combat phase, HTH combat is rolled for like any other combat. Figures do bare-hands or dagger damage according to their ST, as described below. A figure may attempt to draw a dagger by picking option V(b) and making its DX roll on 3 dice.

PINNING A FOE

A figure in HTH combat against a single foe may attempt a wrestling or judo-type 'pin.' If he succeeds, the enemy will be held helpless for two turns. On each succeeding turn, he gets a 4/ST roll to break free UNLESS the pinner is stronger than he is-in which case he is held fast.

An attempt to pin is made instead of a normal attack. The attacker rolls a basic 3 dice, modified as follows:

For dexterity. Half the difference in dexterity (round down) is ADDED to the die roll if the attacker has a lower DX than his foe, and SUBTRACTED if the attacker's DX is higher. For instance, if your DX is 4 greater than your foe's, subtract 2 from your roll when you try to pin him.

For unarmed combat skill. If either (or both) figures have unarmed-combat talents, modify the *number of dice* rolled according to the difference in talents. For example, if the attacker has UC 4 and the defender has UC 3, the attacker is one level better; he rolls one less die. If the attacker has UC 3 and the defender has UC 5, the attacker rolls two *more* dice. Obviously, a skill level much greater than your opponent's almost guarantees a successful pin.

A character cannot attempt a pin unless he has no ready weapon and is in HTH with a single foe.

It is quite possible for two figures to try to pin each other on the same turn. The one with the higher DX acts first and is the "attacker." If his attempt fails, the other figure makes his own attempt and is, in his turn, the attacker.

MULTIPLE HTH COMBAT

When two figures are on the ground in HTH combat, any other figure(s) can move onto that hex and join the brawl, using option I(a) or II(e) No die roll is required.

Figures on the ground in HTH combat can ONLY attack the enemies they are in HTH combat with. They may attempt to disengage according to the disengagement rules below.

If a standing figure attacks an enemy who is down in HTH combat with other figures, and misses, he then rolls for each other enemy in the HTH combat, and then for each *friend,* until he hits someone. Example: Two goblins have engaged Ragnar in HTH combat. He can only attack them (he must pick one or the other), and they can both only attack him. Bjorn comes up with his sword and hacks at one of the goblins. His DX for that attack will be at +4 (because the goblin is on the ground, it counts as a rear attack), plus Bjorn's other DX adjustments, if any .If Bjorn misses the goblin, he rolls again -same DX adjustments-to see if he hits the other goblin. If he misses again, he rolls-same adjustments-to see if he hits Ragnar. See **HITTING YOUR FRIENDS**.

If a missile or thrown weapon is aimed at a pile of figures in HTH combat, FIRST roll to see if it hit, and then roll RANDOMLY to see WHO it hit. It is not a good idea to fire arrows into a brawl . . .

DISENGAGING

Disengaging is the action of moving away from a figure(s) that has you engaged.

A figure which selects the "disengage" option stands still or shifts during its movement phase. When its turn to attack comes, instead of attacking, it moves one hex in any direction. You MAY move onto another figure to attempt HTH combat that same turn.

Note that an enemy with a DX higher than yours will be able to strike at you on the turn you disengage, since his attack comes before yours. An enemy with a lower DX will not have a chance to strike at you if you disengage away from him.

A figure engaged with more than one enemy may disengage from some while remaining engaged with others, but may NEVER attack on the turn it disengages (except HTH).

A kneeling, prone, or fallen figure cannot disengage; it must first stand up.

DISENGAGING FROM HTH COMBAT

A figure in HTH combat may not automatically disengage, but must pick option V(d), the attempt to disengage. During the movement phase it does not move, since figures in HTH remain in the same hex. During its attack phase, it does not attack, but rolls 4 dice against adjDX. If successful, it immediately stands up and moves to any adjacent, empty hex. It can take no other action that turn.

DEFENDING AND DODGING

The "dodge" option (for disengaged figures) and the "defend" option (for engaged figures) have similar effects. To hit a figure who is dodging or defending, a figure must make its "to hit" roll against adjDX on 4 dice instead of 3. 4 and 5 are still automatic hits; 20 and above are automatic misses; 21 and 22 are dropped weapons, and 23 and 24 are broken weapons.

Dodging is effective ONLY against missile spells (and thrown and missile weapons). It is no good against other spells or attacks.

Defending is effective ONLY against NON-missile spells and attacks. A figure can defend ONLY if it has a staff, sword, club, etc., ready to parry the attack with. In other words, dodging makes a missile likely to miss; defending is used against physical attacks from adjacent hexes.

A figure must have a physical weapon (staff, sword, club, etc.) in hand in order to defend; this weapon is used for parrying. You may "parry" with a bow or crossbow but it will be ruined!

Neither of these options permits the casting of a spell or the making of any sort of attack. They are purely defensive.

NOTE: A magical *image* may dodge, but may not defend. It has no substance and vanishes if touched-so it cannot very well block a blow.

FORCING RETREAT

A figure which put hits on an enemy figure by any physical attack, or by a missile spell attack on an adjacent figure, and is NOT hit itself that turn, may force the enemy to retreat one hex at the end of the turn. The victor moves the enemy to any adjacent unoccupied hex. He then may choose EITHER to stand still OR to move into the hex from which the enemy retreated. If the enemy has no adjacent, vacant hex to retreat to, he does not have to retreat. If the only adjacent vacant hex is dangerous (i.e., fire, water, a pit), he must make a 3-die roll on DX to avoid stepping into it.

REACTIONS TO INJURY

A figure which takes 5 or more hits in one turn has its DX adjusted -2 for the next turn ONLY.

A figure which takes 8 or more hits in one turn IMMEDIATELY falls down. If it has not already attacked, it may not attack that turn. It may do nothing NEXT turn except stand up (or stay down). If it is in HTH combat it may do NOTHING next turn.

A giant (or any other creature with a beginning ST of 30 or more) loses 2 DX only if it takes 9 or more hits in one turn, and falls down on 16 or more hits in one turn.

A very large dragon, or other creature with a beginning ST of 50 or more, loses 2 DX only if it takes 15 or more hits in one turn, and falls down on 25 or more.

Any figure whose ST is reduced to 3 or less loses an extra -3 DX. Any figure whose ST is reduced to 1 falls unconscious, and any figure whose ST is reduced to 0 dies ... see DEATH. For an optional injury rule, see **CRIPPLING HITS**.

Clarification: a figure that takes 8 or more hits one turn, and is knocked down, could take option I.h, crawling, rather than standing up or remaining prone.

6. SPECIAL SITUATIONS

ADVERSE CONDITIONS

Broken Ground

Broken ground or other bad footing subtracts 2 from the DX of anyone moving or fighting (but not standing still to use a missile/thrown weapon or cast a spell).

Anyone running (moving over half their MA) on broken ground must make a saving roll-3/DX, with DX at -2 for the bad footing. Failure to make the roll means the figure falls down somewhere along his attempted path. Roll one die (or two dice if the figure attempted to go more than 6 hexes). The number rolled is the number of hexes he actually went, falling in the last one. If the number rolled exceeds the distance the character was trying to go, roll again.

Cliffs Walls Shafts Etc

This takes in all vertical surfaces which your characters may have to climb or descend. It is almost impossible to fight while climbing or descending . . . -4 DX if you are clinging to any kind of rope or cliff-face and swinging any kind of weapon. A two-handed weapon cannot be used at all. Make a saving roll (3 dice vs. DX) to avoid falling whenever you swing a weapon while climbing/descending.

Climbing and descending are risky, even without combat.

A Climber may go up a wall/cliff that provides handholds at a rate of 2 meters per minute; anyone else takes 2 minutes per meter. For every two meters traveled, roll against DX: 2 dice for the Climber, 4 for anyone else. Failure means you fall.

A Climber may, by using rope, spikes, and hammer, climb a sheer rock face or wall. Each spike takes about 5 minutes to place and advances the climber about 2 meters. Soft rock allows faster climbing. He makes one 2-die DX roll for each 2 meters gained. A non-climber may attempt the same thing; his speed is halved, and he rolls 4 dice for each 2 meters gained.

A Climber going up a rock wall by an already-prepared path of spikes and rope ascends at 4 meters/minute with no chance of falling. Anyone else goes up at 1 meter/minute, with a 3-die DX roll each 2 meters.

A Climber or Acrobat can climb a freely-hanging rope at 2 meters/turn, or descend at 3 meters/turn, without chance of falling. Others climb at 1 meter/turn, or descend at 2 meters/turn, and must make a 2-die DX roll each turn to avoid a fall. The same speeds apply to figures on a rope ladder, but there is no risk of falling unless they try to fight.

A slope of over 45 degrees must be ascended via rope. Treat it as a sheer wall, but each saving roll is 1 die EASIER-in other words, a non-climber rolls only 3 dice for each 2 meters gained. Falls on this sort of ground are also less dangerous see below.

Steep slopes of less than 45 degrees can be traversed without danger by Climbers and Acrobats. Anyone else makes one 3-die roll every 5 minutes to avoid a fall.

Falling causes injury. A vertical fall does 1 die of damage for every 5 meters you fell. If you are wearing any kind of armor (regardless of type) it will stop 2 hits of this damage. Needless to say, you wind up at the bottom.

Rolling down a steep hill does 1 die for every 10 meters you roll. You also have a chance of stopping your fall. After you roll 10 meters, and take I die of damage, you may have a 3-die saving roll vs. DX. If you make it, you caught yourself. If you fail, you roll another 10 meters, and take another die of damage ... and so on.

Climbers may rope themselves together for added safety. If a climber falls/slips, the weight will come on the next climber (if there is one above and one below, flip a coin to see which one the weight hits.) The next climber then makes a saving roll vs. his ST. If he makes the roll, the climber who fell is stopped without injury. If he misses the roll, BOTH fall, and the weight ALL comes on the NEXT climber ... and so on.

The number of dice rolled vs. ST is determined by the total weight falling. 25 kg or less: 2 dice. 25-30: 3 dice. 50-100: 4 dice. 100-200: 5 dice. Add one more die for each hundred kg. Subtract one die if an incline, rather than a sheer drop, is involved, and two dice if the character making the roll has something really solid (i.e., a tree) to grab.

Any character can attempt to abandon his companions to their fate by cutting the rope. On a 3-die roll against DX (made INSTEAD of the ST roll) the rope is cut. If you try to cut the rope and fail, you will be off balance when the weight hits you; roll 1 MORE die vs. ST to avoid falling.

Of course, a rope tied around some very solid object at the top, such as a tree, will eventually arrest everyone's fall-unless the rope breaks. There is a 1 out of 6 chance of this happening. If the rope at the top is secured only by a grapnel, there is a 2 out of 6 chance that it will slip, break, or drop you. If the rope is being held by a number of people already on solid ground at the top, there is no chance it will break the "give" when the weight hits will prevent that-and they can COMBINE their strengths into one when they make their own saving roll to stop your fall and prevent their own.

The "labyrinth kit" contains several items needed by climbers: rope with grapnel, spikes and hammer. Also of use is a rope ladder, especially if none of you have the CLIMBING talent.

A rope with grapnel can be thrown to hook on the edge of a shaft, a tree branch, etc. Treat it as a thrown-weapon attack; each meter of vertical distance subtracts 1 from DX. A lasso, for one who has the ability to use it, can also secure a thrown rope. A rope ladder cannot be thrown; it must be attached by someone at the top.

Darkness

A figure in complete darkness strikes at -8 DX and must make a 3-die saving roll vs. DX each turn he moves more than half his MA, to avoid falling, as though on broken ground. Broken ground in the dark means a 4-die roll. A figure that can see in the dark (for whatever reason) does not incur these penalties. Even starlight or a single torch nearby is enough to allow combat at normal DX.

A missile/thrown weapon or missile spell used in total darkness will always be at a dexterity of 5 (not a DX -5, but an actual adjDX of 5) for every possible target, friend or foe, at any distance. Any hit will be by sheer luck. The GM may decree that a given attack cannot be made at all because the attacker had no way to know that his foe was there.

Creation spells are impossible in total darkness, since the mage cannot see any hex to cast the spell into. Special spells are unaffected by darkness. Thrown spells are treated like weapon attacks; darkness imposes a -8 DX. However, a wizard in darkness may cast a thrown spell on *himself* at no DX penalty.

Water

The difficulty of movement and combat in or under the water depends on the figure's abilities and water's depth.

Water up to about ankle-height has the same effect as broken ground (above).

Water up to the knees has the same effects, and cuts MA in half as well.

Water from that height to about neck-high has the above effects, except that it cuts a walker's MA to 2. Any figure who falls must make a saving roll (see below) to avoid drowning. Combat is at -6 DX, and is highly unwise.

I A figure may walk through water over his head at MA 2, holding his breath. The number of turns you can hold your breath underwater is equal to your ST. Add 10 turns if you have the SWIMMING talent, 20 if you have DIVING. If you fall, you must make a saving roll (3 dice vs. DX) to stand up next turn -and you do not move, regardless. If you run out of breath before you get to shallow water, you must make a saving roll against drowning (as below).

All the above assume the figures are heavily loaded enough to walk through the water. Figures carrying less weight (in kg) that their ST may dog-paddle at MA 2 (for nonswimmers) or swim (for those with the ability). Combat for a dog-paddler is treated just as though he were walking (above). Swimmers and Divers fight at -4 DX and swim at MA 6. Mermen swim at MA 10 and have no DX-in the water. Anyone except a merman can "fall" in combat while swimming. If someone gets a "fall" result, his head went under! Treat it as you would an ordinary fall in combat on land, after the saving roll vs. drowning is made-see below.

Drowning: A figure who falls while in water over his neck, or any figure who unexpectedly falls or is pushed into water that deep, must make a saving roll against adjDX. This is a 4-die roll for nonswimmers, a 2-die roll for swimmers, and automatic success for Divers. Success means you don't drown. You can crawl out (if there's something to hold onto), stand up (if the water is shallow), or stay afloat (if you can't get out). A figure who makes the roll, but has to stay afloat, must immediately shed armor, drop weapons, etc., until he is carrying less weight than his ST. Failure to do this results in drown drowning. A figure who misses the saving roll also drowns. Drowning means death unless (a) the figure is immediately rescued by a Diver, or (b) the body is pulled out and resuscitated by a Diver.

AIMED SHOTS-AN OPTIONAL RULE

An ordinary fighter takes any opening he sees, and thanks the gods of war for it. A highly skilled fighter may be choosier. As an *optional* rule, GMs may allow "aimed shots" attacks at a certain part of a foe's body. An aimed shot is made at a lowered adjDX, but does special damage if it hits.

A figure must announce that a shot is being aimed, and where it is aimed at, before it hits.

Aimed shots may be made by any attacker. Regular, barehanded or HTH, missile or thrown weapon, or even missilespell attacks may be aimed.

HEAD: DX -6, because the enemy will instinctively guard his head. Damage of more than 2 hits means automatic DX -4 next turn. Damage of more than 5 hits stuns the enemy; he falls unconscious.

BODY: All "normal" attacks are considered to be aimed at the body anyway.

WEAPON ARM: DX -4. 3 or more hits mean the foe drops the weapon in that hand. 6 or 7 hits mean use of that arm is lost until healing occurs. 8 or more hits mean the arm itself is lost!

SHIELD ARM: DX -6, due to the shield. 3 or more hits mean the protection of the shield is lost. 6 or 7 hits mean use of that arm is lost until healing occurs. Furthermore, the shield will drag at him until he takes a "change weapons" turn to unstrap and drop it. While it drags at him, he has a DX -2 over and above the usual DX penalty for that shield. 8 or more hits mean the arm is lost entirely.

LEG: DX -4 to attack. 3 or more hits mean the fighter immediately drops to a kneeling position. He must "fight from the ground" for that turn and the next two; he may stand up again on the third turn, and take any other action he wants in

that turn at no DX-. While kneeling, though, he attacks at -2 and is attacked at +2. 6 or 7 hits mean the use of the leg is lost. He fights kneeling (as above), and has MA 0 in combat and MA 3 with a crutch the rest of the time, until healing occurs. 8 hits mean the leg itself is lost; effects as above, but use of the leg cannot be restored by ordinary healing.

WING: An extra DX -2 if target is flying; -4 if target is on the ground. More than 4 hits mean the target loses flying ability, and falls if it is flying when hit. More than 8 hits of damage mean the wing is lost permanently. Double the above numbers for a dragon (or other creature) with ST over 40. Note: If a creature is wing-hit while more than 20 meters off the ground, it will have time to flop, to a reasonably safe landing-unless the wing is lost permanently.

If you use this Aimed Shots rule, you will probably want to use the Crippling Hits optional rule (below) as well.

NOTE: The Bola, Bullwhip, and Lasso have their own aiming rules and effects, covered under their descriptions. When you use one of these weapons, follow its own rules not the above. Similarly, the **DAGGER MARKSMANSHIP** rules apply only to daggers and sha-ken, and may be used when those weapons are thrown for a "trick shot" at face or hands.

Waiting for an Opening

A fighter may spend up to two turns "waiting for an opening" to make a regular or "aimed shot" attack. He may not move, dodge, attack, disbelieve, etc., while waiting for an opening, though he *may* defend against the figure he is going to attack. He gets +1 DX if he waits for one turn, +2 if he waits for two. For obvious reasons, this rule is optional; it is complicated to use in large battles! It is often fatal for a fighter to wait for an opening in the thick of battle, though it can be very worthwhile for an archer or thrower of weapons.

AMBUSH

Characters may occasionally ambush each other or the GM's figures. More often, the players will walk into an ambush set by the GM. The ambushing creatures may be men, animals (such as a slime, scorpion, or giant turtle), or even plants.

If ambush is detected, the ambushing creatures receive no advantage. If it is not detected, the ambushing creatures will, get a free attack (of whatever kind they normally make) when their victims come within range. Alternatively (for instance, an ambush by slime dropping from the ceiling) the GM may give the ambushers an automatic hit *unless* the victims make a saving roll on DX. Combat then proceeds normally.

Normally, the only characters who have a chance to detect an ambush before it occurs are Naturalists (3 dice against IQ for any animal or plant ambush), and characters with the talent for Alertness (3 dice against IQ for any ambush at all). A Naturalist with Alertness rolls 2 dice against IQ for animal/plant attacks.

The GM, at his discretion, may give other characters a chance to detect an ambush in advance. If the ambushers were Prootwaddles, or if the figure being ambushed was a lone traveler with Acute Hearing, the ambush might well fail anyway! The GM may give victims a 3-die, 4-die, or 5-die roll against IQ, as he sees fit.

AUTOMATIC HITS

Under some circumstances, the GM may decree that a character hits automatically, without making a die roll. No matter what your DX is, you can slaughter a, helpless foe, fire a crossbow through a tapestry to hit someone standing on the other side, or hit a "friend" when he's walking down the tunnel in front of you. But the GM may always require a "to hit" roll when he feels it's necessary. Automatic hits are the exception, not the rule.

BERSERKING

Some fighting men occasionally go "berserk." A berserker appears to have increased strength and endurance, and will fight single-mindedly until he is killed.

If a fighter wishes to go berserk, he must make a 3-die roll on IQ. He berserks immediately upon making the roll. A berserk fighter gets +1 DX on all rolls, and suffers no reduced DX from weakness or wounds at any time. He gets +2 on his MA. He fights on until his ST is reduced to 0-then he dies.

A berserker fights single-mindedly. He never flees, disengages, dodges, or defends. When the last enemy is slain, he must make ANOTHER 3-die roll against his IQ to leave the berserk state. If he fails this roll, he will attack his own party. He may try again each turn to "snap out of it." When the frenzy finally ends, the berserker immediately loses 2 ST.

The berserker mushroom (and the potion made from it) produce somewhat similar effects, though they do not require an IQ roll nor cause the fighter to turn on his friends.

At the GM's option, some character types (i.e., Viking fighters) may have the ability to go berserk at will. Snapping out of it should still be difficult.

CLUBS

A club or bludgeon is nothing more than a heavy chunk of wood, possibly embellished with a spike. It is a comparatively ineffective weapon, being blunt and badly balanced-but wielding a club requires no special skill whatsoever. Anyone can do it. The club is thus the preferred weapon of giants, ogres, Neanderthals, and anyone forced to improvise.

The damage that a club does is based on the user's ST. Refer to the **COMBAT WITH BARE HANDS, DAGGERS, CESTUS, OR CLUB** table (below). The damage shown on that table, plus 3, is the damage a fighter with a club does in regular combat. If the club is used two-handed, as a maul, add 4 instead of 3.

A character caught weaponless may try to improvise a club out of whatever is handy; the GM will have to use his own judgment in allowing this, depending upon the surroundings and the player's ingenuity.

COMBAT WITH BARE HANDS, DAGGERS, CESTUS, OR CLUB

It is possible to fight without any weapon at all, either in hand-to-hand combat (i.e., kicking and gouging) or in regular combat (punching). The damage a figure does in bare-handed combat is ruled by his strength.

In unarmed regular combat, a human or humanoid fighter does damage as follows:

ST	DAMAGE
8 or less	1 –4
9 or 10	1-3
11 or 12	1-2
13 or 14	1 – 1
15 or 16	1
17 to 20	1+1
21 to 24	1+2
25 to 30	1+3
30 to 40	2+1
40 to 50	3+1
50 to 60	4+1

and so on . . .

Other kinds of bare-handed combat do more damage. A fighter in HAND-TO-HAND COMBAT does the appropriate amount of damage for his ST as above, plus 1-that is, a ST 9 fighter does 1-2 damage. A fighter with an UNARMED COMBAT talent does extra damage when fighting bare-handed: one extra hit for UCI, 2 for UCII, 3 for UCIII and above. See **TALENTS** in **In The Labyrinth**.

When a fighter uses a dagger or cestus in HTH combat, the damage done is also based on the table above. A fighter using a dagger, cestus, or main-gauche does the damage appropriate to his ST on the above table, plus 3 ... so a fighter with ST 9, using a dagger in HTH, would do 1 die damage. When a fighter uses a club in regular combat, damage done is also ruled by the above table. Add 3 to the damage shown above for a onehanded club, or 4 for a two-handed maul, used by a fighter of a given ST. A giant of ST 35 with a one-handed club, would do 2+4 damage when he hit.

CONCEALMENT

Sometimes a missile-weapon user will want to fire at an enemy who is partly hidden-or he may want to fire, himself, from partial concealment.

Use the following DX adds and subtracts:
-2 if YOU are vertically half-hidden (leaning out from behind a wall or tree and firing).
-4 if your target is half-hidden, or prone or kneeling behind a body.
-6 if only your target's head and shoulders were exposed (like if he is peeking around a corner, or firing a crossbow from a ditch).
+2 if you are a standing/sitting/kneeling crossbowman firing from some kind of support, like a table or tree limb. +1 if you are a crossbowman lying prone.

Note that this makes a crossbowman firing from cover very powerful-if he has something to rest his crossbow on, he is +2 and his foe is-4 or-6.

CRIPPLING HITS-AN OPTIONAL RULE

The "hits" in this game represent generalized injury, with a cumulative effect caused by shock and loss of blood. No single hit is dangerous. Although easy to play, this system is not realistic, because sometimes a single blow can strike just right (or wrong) to cripple a figure, without necessarily killing. To simulate this, you may use this optional system:

Whenever a figure hits with a roll of 3, 4, 5, or 6, figure damage is done as always (including triple or double damage on a 3 or 4). However, there is also the possibility of a "crippling hit." The player who scored the hit rolls again on 2 dice. Results are as follows:
2 through 7: No crippling hit.
8: Target loses use of right leg.
9: Target loses use of left leg.
10: Target loses use of weapon arm.
11: Target loses use of shield arm.
12: Target is hit in head; his ST is reduced to 1, and he falls unconscious.

The "weapon arm" is considered to be the right arm, UNLESS the figure has been stated to be left-handed before the combat.

The "shield" arm is the left arm if the figure has no shield.

A figure who loses the use. of a leg immediately goes to a kneeling position in that hex. He fights at a -2 DX (except with missile weapons or spells) and can be struck at with a +2 DX A figure who loses use of a leg can hobble along with a crutch if combat is not going on-maximum MA 3.

For non-human figures, use common sense. An "arm" hit on a creature without arms is treated as a leg hit. If the creature has neither legs nor arms, it's hard to cripple it! A 4-legged creature does not fall if it loses 1 leg; its MA is reduced by 4. If it loses another leg, it falls. A multi-legged creature has its MA reduced by 2 for every leg it loses, and falls when half its legs are gone.

If a crippling hit is scored on a limb, and the hit does 8 or more points of damage, the figure will lose that limb permanently. Otherwise, the figure will regain use of the limb if and only if he/she is healed back up to full strength.

A limb which has been truly lost (either by a crippling hit of 8 or more points, or because it was removed in some other way, such as a foe hacking it off while the victim was helpless) can be regained only by a wish. A wish used to heal a figure fully will restore all lost limbs, etc.

DAGGER MARKSMANSHIP

A very dexterous (or very lucky) individual can throw daggers (or throwing stars) with such great accuracy that they do much more damage than normal. This rule simulates that ability.

An "accurate" throw may be attempted with a singe dagger or a single throwing star, as follows:

HEAD. A throw at the head may be attempted if the target is three hexes away or closer. The throw is made at a DX adjustment of -6. If it strikes, the target's armor does NOT protect (the dagger went in through the faceguard), and the dagger (or throwing star) does DOUBLE damage. Incidentally, all doublings are cumulative. If a dagger is thrown at the head, and the "to hit" roll is 4 (also double damage), then the dagger does quadruple damage.

HAND. A throw at either hand may be attempted if the target is three hexes away or closer. The throw is made at a DX adjustment of -6. If it strikes, the dagger (or throwing star) does normal damage, and the target drops the weapon (or shield) held in that hand. Shields do not protect against such an attack; neither does armor lighter than chainmail.

DEATH

A figure dies when its ST is reduced to 0 or less, by wounds or by any other means. A dead figure can take no action of any kind; it is DEAD. The body remains where it died, as an obstacle to combat. Bodies may be moved, just like any other objects, should the need arise.

However, death is not quite as final on Cidri as it is on (for instance) Earth. There are several ways that a dead figure may be brought back to life. These are:

A wish. If a figure has been killed, any other figure present may revive him with a wish.

The Revival spell. This high-powered spell will bring a corpse back to life.

A dose of Revival potion. Effects are the same as the Revival spell.

The Universal Antidote. This will revive a figure who has just been killed by poison.

No matter which method of revival is used, it must be attempted within one hour (game time) of the victim's death, or it cannot work. Furthermore, the corpse must be (nearly) intact. A beheaded, crushed, mangled, or otherwise ruined body cannot be revived. A body that had lost an arm (for instance) CAN be revived-still without the arm.

Furthermore, no method of revival is totally effective; death, after all, is a serious matter. Any figure which dies and is revived must immediately lose 5 attribute points. These may be lost from ST, DX, IQ, or any combination, at the player's discretion. The only way to build the figure's attributes up again is to get more experience points. A revived figure is unconscious (that is, his ST at the moment is only 1, regardless of his basic ST). If a labyrinth party loses a member and revives him, they will have to carry him out or use another spell or potion to give him more strength. Dying takes a lot out of you.

Resuscitation (see the section on **Water**) is not the same as revival. A figure with the Diver talent can resuscitate a drowned figure, if he starts immediately. However, this is not the same as bringing a figure back to life. Successful resuscitation means only that the victim was saved from dying after others would have given him up as dead. It can only be attempted on a figure who has just (apparently) drowned or asphyxiated. The resuscitated figure loses no attribute points.

DELAYED ACTIONS-AN OPTIONAL RULE

If the GM wishes, he may allow a high-DX character to delay his action in a given turn until after he normally would have acted. For instance, a high-DX mage might want to wait to see what spell his foe was going to throw-or he might want to receive an Aid spell from a lower-DX friend in that turn, before acting himself.

This rule adds realism-but it also complicates the game. It is suggested that, in normal play, GMs have characters go in strict DX order, no matter what. If a situation arises where some high-DX character genuinely needs to act out of turn, rather than waiting until the next turn, the GM may consider his request. Again: it's realistic, but can slow the game.

DROPPED AND BROKEN WEAPONS

A figure whose weapon is dropped may recover it by using the "pick up dropped weapon" option; the weapon will be ready for use NEXT turn.

A figure whose weapon breaks may continue to use it; it will do only half damage, rounded down. Exceptions: a magic staff, wand, sword, or similar implement loses its-magic power entirely when it is broken. A broken bow or gun is likewise of no use at all.

A dropped weapon counter should be placed in a hex where (a) a thrown weapon lands, (b) a figure is standing when it drops a weapon to ready a new one, or (c) a figure is standing when it drops a weapon because of a "drop weapon" spell or because it rolled a 17 on the "to hit" roll.

The counter for a dead or unconscious figure is assumed to include a dropped-weapon counter for each weapon it was carrying when it fell; bodies CAN be looted during combat.

Any figure can pick up a dropped weapon, regardless of who dropped it. When a dropped weapon is picked up, remove the counter.

FINE WEAPONS AND ARMOR

A person who has the Master Armourer talent can make a sword, polearm, hammer, mace, or ax (but no other weapon) so well that it does extra damage, or effectively increases its user's DX, or both. This is not magic-just very good craftsmanship. A weapon could have bonuses both for being wellmade AND for magic, if it was made carefully and then enchanted.

Good workmanship can give a weapon such good balance that its user gets +1 DX (never more than +1). A cutting weapon can also be made of such good metal that it does either 1 or 2 extra hits of damage.

Multiply a weapon's cost by 10 if it does 1 extra hit of damage, and by 20 if it does 2 extra hits. Multiply its cost by 10 if it gives the user a +1 DX. These costs multiply; a weapon which adds 1 to DX and does +2 damage costs 200 times as much as an ordinary one.

A weapon which does extra damage is also less likely to break, because of the superior metal. When a Break Weapon spell is used, or a "break" result rolled on the dice, roll one die. If the weapon is +1 damage, a roll of 1, 2, or 3 means the weapon was not broken, but was dropped instead. If the weapon is a +2, it is merely dropped on a roll of 1 through 5, but breaks on a 6.

A Master Armourer can also make "fine plate" armor. This is plate armor specifically tailored to the wearer; it hampers his movements much less than regular plate, so his DX is only -4 rather than the standard -6 for plate. A suit of fine plate costs $5,000. If you should come into possession of a suit of fine plate made for someone else, it will be only as good as regular plate for you-the fit won't be perfect-but any master armourer's shop will pay $3,000 for it in order to study it and eventually refashion the pieces to fit other customers.

To find the time it will take a Master Armourer to make any of these things, divide its cost by $200-this is the time, in weeks, between your order and the delivery. Fine plate must be paid for in advance, and you must stay near the shop in order to come in weekly for a fitting.

To find the time it takes for an ordinary Armourer to make something (note that he cannot make fine weapons, fine plate, silver weapons, etc.), divide its cost by $150.

Note that the extra cost of a silver weapon does NOT mean it takes ten times as long to make. It takes no longer to forge

something out of silver than it would to manufacture its iron or steel counterpart.

FIRE AS A WEAPON

Fire can be a very effective weapon. There are two major ways to use it: torches and molotails. A molotail (or Molotov cocktail) is a fragile flask, filled with very flammable, sticky oil. Wizards can also create sorcerous fire.

Against most foes, a torch is a rather weak weapon-it does (1-2) damage. However, against a foe that is especially vulnerable to fire (i.e., a green slime, a troll, a mummy, a water elemental, etc.), it does DOUBLE damage. Torches are assumed to be impregnated with resin; they will not go out unless dropped or broken in combat-that is, a roll of 17 or 18, when you hit *with the torch*.

Clarification: A torch will stay lit if you drop it intentionally, but it will go out if you drop it because you rolled a 17.

A torch may be tied to the end of a long pole and used as a pole weapon. It still does the same damage that a torch does, and does not get double damage on or against a charge. It's just longer.

An ordinary animal attacked with a torch will fight at -2 DX due to fear of the flame, and will not initiate HTH combat.

A molotail is an excellent weapon. Several can be carried on your belt. It takes one turn to "ready" (that is, grab and light) the molotail; you must have a torch in the other hand. On the next turn, you may throw it. Of course, if you are knocked-down while holding a lit molotail, you must make a saving roll (3 dice vs. DX) to jerk the wick out ... otherwise, it goes off in your hex. A molotail can also break if you fall while carrying it-see **GAS BOMBS** below.

The range adjustment for DX on throwing molotails (and similar items) is -1 for every MEGAHEX distance from you to the target. If your target hex is 3 MH away, your DX is -3.

If you MISS your DX roll, the molotail falls in another hex. The AMOUNT it misses by is the number of hexes by which you missed your roll. If your adjusted DX for the throw was 11, and you rolled a 14, you missed by 3 hexes. The DIRECTION is determined by rolling a die, as per the diagram. If a straight line between the figure and the hex where the molotail would hit intersects a WALL, the molotail hits that wall instead. If it merely intersects a figure, it is assumed to pass over that figure.
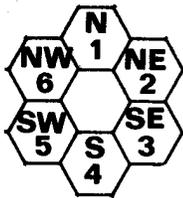
On a roll of 17 or 18, a molotail explodes in the hand of the thrower. Otherwise, it explodes immediately in the hex where it lands.

When a molotail explodes, it puts 2 hits on every figure in an ADJACENT hex, and 4 hits on every figure in THAT hex. The hex in which it explodes actually catches fire. This fire lasts for 12 turns, and does 2 hits damage to any figure moving through, or 4 hits to any figure which moves into the hex and stops (to attack, for instance). Animals will not pass through flame. See **FIRE AS A WEAPON**.

When a molotail explodes in a hex with a figure, he must make a saving roll (4 dice against DX) to avoid being soaked with the burning oil. If he fails the saving roll, HE is on fire. His armor will protect him for 1 turn. After that, he takes 4 hits per turn for 11 turns, or until the fire is extinguished for instance, by diving underwater, by a Magic Rainstorm, etc.

Armor DOES protect against other hits from fire (i.e., walking through flame). It does NOT protect you when you are actually soaked with the flaming oil.

The above rules for throwing flasks assume that you are making a hurried throw under combat conditions. If you have time to aim and gauge your throw, you can improve your accuracy. Add 1 to your adjDX for each turn (up to 3) that you spend aiming. If you are hit or affected by an enemy spell during this time, you get no DX bonus.

GAS BOMBS

Several different kinds of potions (especially sleeping potion and poisons) can be made into gas bombs. Such a gas bomb looks like a thin-walled glass flask; it is carried on the belt and thrown exactly as though it were a molotail (above). When it breaks, any figure in the small hex where it breaks or any of the surrounding hexes must make a 4-die saving roll

against DX to jump out of the affected area without breathing. Failure to make the saving roll means that figure is affected by the gas.

Since gas-bombs and molotails are fragile, any figure carrying one in his hand or on his belt must make a saving roll (3 dice vs. DX) to avoid breaking it if he falls down for any reason. If the gas bomb is in his backpack, it is assumed to be cushioned, and the roll is only 2 dice vs. DX. Make a similar roll for each molotail carried. A broken molotail covers you with flammable oil.

GUNPOWDER WEAPONS

Gunpowder IS known in this world. However, due to the presence of a sulfur-metabolizing microorganism, it is rare, expensive, and unreliable. Gunpowder weapons are expensive,because there is little demand. Gunpowder itself is VERY expensive, and, even when available, does not always work. However, a gunpowder weapon can be devastating.

There are five main types of gunpowder weapon. The PETARD is a bomb, used in sieges. The BOMBARD is a large cannon, used by (or against) castles and walled towns. Both of these use much gunpowder and are not often seen; the Bombard will not be covered in this game. The ARQUEBUS and BLUNDERBUSS are personal weapons. The GRENADE is a small bomb.

The ARQUEBUS is a large musket. It fires a single ball for over 400 meters. It is considered a missile weapon, doing (3+3 dice damage. It is very clumsy; it takes 4 turns to ready, and 12 turns to reload and ready after firing. However, anyone who has the GUNS talent can have a +4 DX ADD, because he/ she will know how to properly use the stand, sights, etc. Anyone else has a -4.

BLUNDERBUSS is a crude shotgun. When discharged, it affects every figure within a wedge-shaped area, determined by the direction it was pointed. Any figure within 5 mega hexes is affected by the blunderbuss if a straight line between the center of his hex and the blunderbuss hex passes through no obstacle or occupied hex. Figures affected by the blunderbuss must make a saving roll (4 dice vs. DX); if they miss, they take (1+2) damage from a hail of rocks, rusty nails, broken bottles, and other junk. The user of the blunderbuss must make a saving roll (3 dice vs. DX) to avoid falling down from the recoil. (If, he/she does not have the GUNS talent, -4 on ST for this roll!) Its effective range is only 10 hexes.

A blunderbuss takes only 1 turn to ready, but 12 turns to reload after firing.

There is always the chance that a given charge of gunpowder will be bad. Before firing any gunpowder weapon, roll 1 die. On a roll of 6 the gun does not fire. Of you bought very cheap gunpowder, the GM may make it a roll of 4, 5, or 6!)

On a roll of 18, a gunpowder weapon *explodes*. The explosion does damage like a grenade (see below), except that there is no significant concussion effect.

Clarification: The blunderbuss affects a triangular area 15 hexes in size. Its apex is the hex the blunderbuss is pointed into, adjacent to the user. The blunderbuss hits that hex, two in the next line, three in the next, four in the next, and five in the fifth.

GUNPOWDER BOMBS

There are two types of gunpowder bombs: petards and grenades. Anyone can use either one.

A "grenade" is a heavy earthenware jug filled with gunpowder and scrap iron. You light and throw it exactly as you would a molotail (see **FIRE AS A WEAPON**). A grenade does 2 dice damage to every figure in the megahex where it explodes, and 1 die damage to every figure in an adjacent megahex. It also does damage from concussion. Every figure within 4 megahexes must make a saving roll: 3 dice against ST. If you miss the saving roll, you fall down.

A "petard" is like a grenade, but MUCH bigger. It is mainly used for breaking down castle doors in a siege, or for aerial bombardment. If some madman brings a petard on an adventure, it does damage as follows: 6 dice damage to every figure within 3 MH when it goes off, 3 dice damage to every character within 6 MH, and 1 die damage to everyone within 10 MH. Also, everyone within 20 MH (unless they are behind a door or wall) must make a saving roll against shock, as per grenades . . . and if the roof is not solid over the explosion point, the GM may decree that it falls in. If the petard is placed against a door, it does 12 dice damage to the door. NOTE: a petard cannot be thrown (unless by a figure of ST 30 or above ...) You light it and run. Its fuse is good for 30 seconds (6 turns). You can light the fuse farther up so it bums quicker. The petard can be disabled by pulling the fuse-it takes a 4-die roll on DX to do so.

Whenever a grenade or petard is used, the GM rolls one die. On a roll of 6, it does not work at all-the gunpowder is no good.

Costs:

Gunpowder is expensive. A grenade requires 5 charges of powder, and costs $600. It weighs one kilogram. A petard requires 20 charges of powder, and costs $2500. It weighs 6 kilograms.

HEIGHT

Everything else being equal, it is better to be above your foe. Therefore, if you are standing more than a half-meter higher than he is (i.e., on a table or chest, above your foe on a stairway or ramp, etc.), you receive a +2 DX adjustment when striking down at him, and he receives a -2 DX adjustment when striking up at you. Of course, this does not affect magical attacks, or attacks with thrown or missile weapons.

Combat on Stairs

The three megahexes of a stairway on the labyrinth map are all "above" the lower level and "below" the upper one. To determine if one stair hex is higher than another, look at the Melee megahexes. Count the distance from each hex to the top of the stairs. The fewer hexes between a character and the top of the stairs, the higher up he is-and the higher character gets the +2 advantage. (This rule assumes that each Melee hex represents about three stair-steps.)

NARROW TUNNELS

A few of the passageways on the labyrinth map are "narrow tunnels," shown by a single colored line through the hex instead of a totally-colored-in hex. Where a regular tunnel is one megahex wide, these tunnels are only one *small* hex wide. Thus, figures must pass through them in single file.

To represent a narrow tunnel for combat purposes, use regular Melee megahexes, but fill in all but one row of hexes with wall counters. A narrow tunnel may be either straight or winding.

The mechanics of combat are just the same in narrow tunnels, with two exceptions: "sweeping attacks" cannot be made by or against a character in a narrow tunnel, and creatures over one hex in size cannot enter a narrow tunnel at all. Contrary to popular opinion, a polearm is perfectly good in such close quarters; it is naturally a jabbing, back-and-forth weapon.

NONHUMAN FIGURES

There are many different creatures on Cidri-manlike, animal, monstrous, or wholly unclassifiable. Their combat abilities are described in the following terms:

Attributes. All creatures have ST, DX, and IQ numbers, which are used just like those for human characters.

Movement. Each creature has a movement allowance in hexes. Assume MA 10 unless specified otherwise.

Attacks. Humanoid creatures use weapons just as do men. Animals and monsters attack with bite, claw, acid spray, or other more exotic menace. In every case, the animal rolls for a hit as described above. The damage it does if it hits is given in the description for that animal-i.e., a wolf bite does (1+1) damage. Some creatures have special ways of attacking, and these are described fully in the appropriate section.

Armor. Some creatures have natural armor of fur, scales, or leathery skin. This is described in terms of the number of hits it stops.

Likes, dislikes, and personality. No two creatures are alike-but each species has traits in common, and these are discussed briefly.

LONG-RANGE MISSILE FIRE

The maximum distance that a missile weapon may be fired is a function of the user's strength. Maximum range for any bow is 25 x ST of the user. Maximum effective range is 20 x ST. Example: Preston the Prodigious (ST 20) could fire an arrow 500 hexes (or 500 meters, which is about the same thing) to deliver a message, irritate a sentry, etc. At this range, even if an arrow hits, it will do only half damage (rounded down). Preston's maximum effective range is 400 meters. At this range, anything he hits will take the arrow's full damage .

Of course, Preston's accuracy will be minimal at this range. At a range of 400 meters, his DX-(calculated in the normal way) would be around -65. Since a 3, 4, or 5 always hit, his adjDX cannot really go below 5. Still, this means that at ranges past about 60 meters, most bowmen will be down to adjDX 5: about a 4 1/2% chance of hitting. Not too good.

High-DX figures will do a little better. But the ones who are really effective at longer ranges are the high-DX figures who are also trained bowmen-in other words, the figures with the Missile Weapons talent.

A figure with this talent suffers the following DX penalties at long ranges:

Out to 25 meters: normal DX penalty
26-50 meters: DX -4
51-100 meters: DX -5
10 1-150 meters: DX -6
151-200 meters: DX -7

201-250 meters: DX -8 ... and so on.

Even with this talent, a figure cannot fire beyond the range allowed by his T.

Crossbows: The maximum range for a crossbow is given by the minimum ST to use it, rather than the user's ST. A light crossbow has a maximum effective range of 240 hexes, and a maximum range of 300. For a heavy crossbow, the ranges are 300 and 375 meters.

Missile spells: The maximum range of a missile spell is calculated by the same formula-but use the ST put into the spell. A ST 3 fireball has a maximum effective range of 60 hexes, and would reach (with half damage) to 75. A figure who knows a missile spell, and has the Missile Weapons talent, can use the long-range DX rules as given above. A figure using a magical item to fire a missile spell could NOT use the Missile Weapon talent and DX modifications unless he ALSO knew the same missile spell himself.

POISON

Armor never protects against poison; neither does Stone Flesh, etc. However, if the poisoned weapon does not break the skin, the poison does not operate. For instance, if a poisoned arrow strikes you for 3 hits, all of which is stopped by your chainmail, you will be totally unharmed. If it strikes you for 4 hits, putting I hit on you, the poison enters your body and you suffer its effects in addition to the one hit of arrow damage. The same holds true for bites of poisonous creatures. If the bite itself puts no hits on you, the poison will not have a chance to work. If the bite breaks your skin, you're poisoned.

Some insect stings, blowgun darts, and other tiny "weapons" may do "zero hits" of damage. This means that the physical attack is so slight that any armor will stop it. But an unarmored man is in trouble-and an armored figure may have insects (or darts) coming through his visor.

An edged weapon may be poisoned with either manufactured or -natural poison. Natural poison (from a spider, snake, poison plant, etc.) can be put on a weapon if it is taken from a freshly-killed poisonous creature. Such poison will make the weapon do I extra die of damage the first time it hits an enemy. After that, the poison wears off. Natural poison does not keep well (not more than a day or so).

One dose of poison can be gotten from a dead rattlesnake, half-meter spider or scorpion, or similar creature. A gigantic poisonous snake, spider, or other creature might yield 3 to 5 doses. Ordinary-sized spiders, wasps, scorpions, etc., do not provide enough poison to use effectively.

A Naturalist, Expert Naturalist, or Vet may safely remove poison sacs from a poisonous creature. Anyone else must make a 3-die saving roll on DX to avoid taking I die of damage themselves; armor is no protection!

Most civilized places have laws against possession of poisons.

Poison may also be encountered in food or drink. When a character eats or drinks something containing a poison (or other harmful potion), they should get a 3-die saving roll vs. IQ to notice the poison and spit it out. A double dose of poison means a 2-die roll vs. IQ. Triple or larger doses are automatically noticed. Chemists, alchemists, and animals roll I less die to notice poisons and potions in their food or drink.

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A gas bomb (above) may also be used to deliver poison or potions. Any figure in, or adjacent to, the hex where such a bomb breaks must make a 4-die saving roll on DX or suffer the effects of the potion.

RECOVERING LOST STRENGTH

Recovering from Injury

Labyrinth adventurers have a tendency to get hurt. Wounded characters may be healed in several ways:

TIME. If you make it back to the surface alive and get proper medical care, you will recover at the rate of one hit every two days.

FIRST AID. A Physicker can give you first aid after an injury, healing two hits of damage. A Master Physicker can cure 3. This takes 5 minutes.

MAGIC. Healing potions, the Universal Antidote, and other magical aids can cure you. A Wish can restore you to perfect health. The Drain Strength spell *cannot* cure wounds.

Recovery from Exhaustion

Wizards lose ST when they cast spells. This is "exhaustion" and is as dangerous as wounds are. Any figure can also suffer exhaustion from running too far too fast, from trying some great feat of strength, etc.

A figure recovers from exhaustion by resting. To rest, you must sit or lie down quietly, doing nothing else. For every IS minutes (game time) that a figure rests, he/she can regain one ST point, up to full ST. However, this kind of rest CANNOT cure wounds. For this reason, it is a good idea to keep separate track of the ST a wizard loses by casting spells and the ST lost to wounds. The former can be cured by rest; the latter CANNOT.

SPECIAL COMBAT TALENTS

Many of the "talents" available to fighters affect their combat skills. Some talents are necessary; for instance, a fighter who does not have the Sword talent will use a sword at -4 DX, and will probably get killed. Other talents are not necessary-but are most useful.

RUNNING BATTLES AND LONG-DISTANCE DUELS

It may happen than an encounter will stretch out over a long distance, as one party flees from another. If this takes place underground, you can track it on the labyrinth map. If it happens outdoors, you will probably want to use small improvised counters to keep track of the figures' progress on a piece of small hex paper. This makes it much easier to handle several figures who may be fleeing in different directions, tripping, running in circles, etc. . . In a wilderness area or crowded city, anyone escaping pursuit for a few moments can effectively lose himself with just a little luck. In the desert it's harder, of course. If a character tries to do something cute (such as hide up in a tree), give his enemies a die roll against IQ to see through the trick-modifying the roll, of course, if either figure has a talent which bears on the situation. In a situation like this, the GM has to be creative. If he handles it well, everyone will have more fun.

A second situation which might require a large map is a long-distance arrow/spell duel-an assassination attempt in the village, for instance. Again, using improvised counters and playing out the whole combat on the small-hex village map is probably the best way to handle this. The alternative is to cover the whole floor with a large-scale village map-which can be fun, and a great way to handle a mass battle, but is also expensive and unwieldy.

SLAUGHTERING HELPLESS FIGURES

A sleeping figure, or one chained to a wall, under a Freeze spell, etc., is an easy target. Any attack against such a figure is an automatic hit. If the attacker has a turn to aim his blow (or if no combat is going on) he can just slit the throat/bash in the head/whatever of -his helpless victim for an automatic kill. Slaughtering the helpless does not bring EP except to an extremely evil character, though.

SWEEPING BLOWS

A strong fighter with a big weapon may sometimes wield it more like a broom than an instrument of war, swinging it in front of him and endangering all within range. This is the "sweeping blow."

To attempt this blow, a figure must have a two-handed cutting weapon-a bastard sword or larger, a battleax, or a poleaxe. The attack is made at a 4 DX, but affects ALL THREE of the figure's front hexes. Thus, it is one of the few ways that a man can attack more than one enemy in a single turn. If a friendly figure is in one of the affected hexes, the figure making the sweeping blow must roll to MISS that figure.

Clarification: The attacker rolls separately for each figure being attacked. All rolls are made at the time of the lowest adjDX application to any of them.

TAKING PRISONERS

From time to time, the players may wish to take a foe prisoner rather than killing him-or they may wish to settle differences among themselves with a non-lethal brawl rather than a duel to the death.

If you wish to subdue a foe rather than killing him, you may "pull" your blows, strike with the flat of the blade, etc. Tell the GM that you are attempting to take the foe prisoner. All your blows then do half damage (rounded down). In addition, your blows will not kill your foe; any hits he takes which would drive his ST below 1 are simply not counted. EXCEPTIONTION: If you are trying to take a prisoner, but roll double or triple damage on your "to hit" roll, your blow does the FULL double or triple damage, including crippling bits if that rule is being used, and may kill your prisoner.

Also, any figure attacking with bare hands may elect not to kill. His blows do full damage, but do not drive the foe's ST below 1-unless double or triple damage is rolled. If you enter HTH combat, you can try to subdue your foe by pinning him-see **PINNING A FOE**, under HTH COMBAT.

It is also possible to call for surrender at any time. A good GM will not always have his creatures fight to the death after all, *they* like living, too! Characters who slaughter prisoners who surrendered should probably LOSE points, unless the characters have already been established as very evil. In that case, they might GAIN experience.

TRAMPLING

When a large figure overruns a smaller one, the small figure is considered to be lying on the ground under the larger one, and may be trampled. Whether the small figure is actually trampled depends on luck, and the relative DX of the two figures.

Suppose that a giant has just advanced onto Eric the Emaciated to push him back. Eric misses his saving roll and falls underfoot. When his own turn to act comes, Eric can do one of two things. He can declare himself in HTH combat with the giant, and try to hit him or draw his dagger ... or he can try to roll out from under. To roll out from under, he must make his DX roll on 3 dice. He is picking the "Stand" option. If he makes his roll, he rolls to the nearest open hex and stands. If no hex is open within 3 hexes, he may not attempt to ion out from under. If he misses the roll, he is still lying on the floor.

The giant, of course, will try to trample Eric. When the giant's turn to act comes, he rolls 3 dice. If Eric is still lying on the floor, and the giant makes his DX roll, Eric takes (1+1) damage, or 2 dice damage if the giant has more than 3 times his ST. If the giant misses the roll, his stomp misses Eric.

The attempt to trample is essentially a "free" attack on any enemy underfoot, A large figure can trample its foes, regardless of what else it is doing, and suffer no DX penalty. (Similarly, a man beset by rats or spiders in his hex may have one DX roll a turn to trample; if he is successful, he kills one of them.)

In the case of Eric and the giant, note: If Eric's DX is higher than, the giant's, his turn to act will come first, and he may very well roll out from under unharmed. He has lost the chance to strike or run that turn, but he took no damage. If he misses his DX roll, though, or if the giant has a higher DX, Eric may get stepped on.

A figure does NOT get a +4 DX when attempting to trample a figure on the ground. Stomping someone without losing your own balance requires attention. (If you roll a 17 or 18 while attempting to trample, YOU fall down!)

7. EXAMPLE OF COMBAT

The following example comes from the same adventure described in the Example of Play, given in Section IV-B of **In The Labyrinth** The battle begins when a party of four adventurers is surprised by a troll.

The characters are:

MELIO GLORIOSUS-the leader. ST 9, DX 12, IQ 14. His ready weapon is a javelin; he carries a rapier by his side. He wears leather armor, so his adjDX is 10.

HENIOCHUS THE BRAVE-a warrior. ST 13, DX 14, IQ 8. He carries a morningstar, and wears plate armor which subtracts 6 from his adjDX, making it only 8.

GRABIVARIKO-a dwarf, by profession a thief, called "Grabby" by his friends. ST 10, DX 14, IQ 10. He carries a hammer and wears cloth armor which reduces his adjDX to 13.

KOV-a wizard. He is the only beginning character in the group, with ST 11, DX 12, and IQ 9. He wears no armor and carries a wizardly staff.

The troll has ST 30, DX 11, and IQ 8-he's just a small troll. Each of the characters (and, for that matter, the troll) has a number of talents (or, in the case of the wizard, spells as well). These will not be listed here, but the ones that affect the combat will be mentioned.

TURN 1. The party is facing a secret door, arguing loudly among themselves as to the best way to get in, when the troll comes on them from behind. The GM decrees that the troll gets total surprise-a free attack. Rolling for the troll, the GM gets an 8, which is a hit. Fortunately for the humans, the troll is attacking the heavily-armored Heniochus. Rolling 2 dice for damage, the GM gets a 7. Heniochus' armor stops 5 hits, so he only takes 2 hits of damage.

Exclusion: There seems to be a paragraph missing. It basically explained the fact that Melio was jabbing with the javelin, which is too short to jab with. Melio is a sneaky character. He had previously told the GM that he would make jab-attacks with the javelin whenever possible, in hopes that he could appear to be engaging in real combat without the other characters realizing that he was in no danger! Had he rolled a hit, would have had no effect.
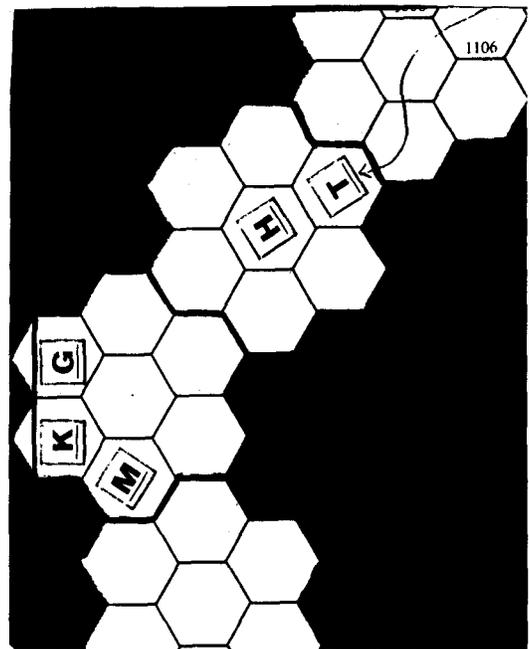
TURN 2. The GM rolls against Melio's player (the leader) for initiative. The players win, and choose to move second. The troll stands still. Heniochus turns in place to face him; Melio moves to jabbing range with his javelin; Kov and Grabby move one hex each. Kov will attempt a spell; Grabby has to ready his weapon, since he was working on the door. See the illustration for exact positions.

During combat, the highest adjDX is the troll's 11. He swings at Heniochus, who is the only adjacent foe, and rolls a 13, which misses. Heniochus (adjDX 8) swings at the troll; he rolls a 9, which misses. Kov decides not to try a spell after all; he's too far away from the troll. Melio's normal adjDX is 10, but he is wearing a pack on his back, which reduces his DX by I (it contains a load of more than 3 times his ST). His adjDX this round is 9; he rolls a 13, which misses.
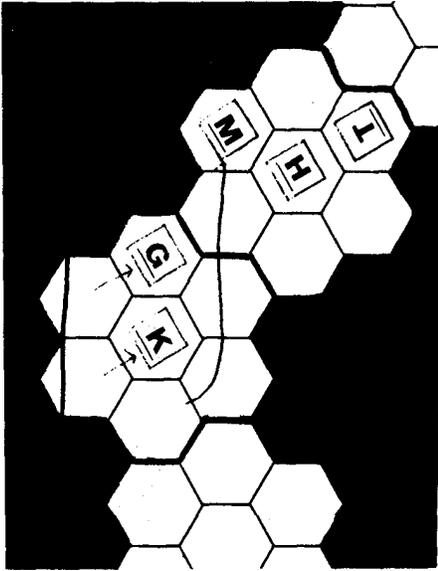
TURN 3. The troll wins initiative, and moves to place his back to a wall. Since he is engaged with Heniochus, he has to remain adjacent to him. Heniochus shifts one hex around the troll (the most he can move). Grabby, his hammer now ready, runs 2 hexes to engage the troll; since he moved less than half his MA, he can attack this turn. Kov steps one hex closer to the troll. Melio decides to spend the turn getting rid of his pack. It is mere accident, of course, that this keeps him out of the fight ...

In the combat round, the highest adjDX this turn is Grabby, with a 13. He rolls a 10, which hits. His hammer does (1+1) damage normally; because he is a dwarf, it does an extra I hit of damage. He rolls I die, getting a 2, and adds 2 to that so he put 4 hits on the troll.

The troll (adjDX 11) swings at Heniochus, and hits him. He rolls a 5 for damage; the armor stops all that. Kov goes next. His DX is 12, and he wears no armor. He announces the spell he is attempting-Fire, in the troll's hex-and rolls. This is a Creation spell, so his effective DX remains the same: still 12.

He gets a 10, which works. The troll's hex is on fire. This does 2 hits damage. Furthermore, although a troll normally regenerates. I hit per turn, damage done by fire is permanent. Kov chose his spell well. Heniochus (adjDX 8) swings his morningstar. His "to hit" roll is a 7, which hits. A morningstar does (2+1) damage. Heniochus' player rolls 2 dice. He gets a 6; adding I makes a 7, so the troll takes 7 hits.

At this point, the troll has taken 13 hits, and regenerated 1, so its strength is 18. Heniochus took 2 hits when the troll first attacked him, and he was already wounded when the fight started; his ST is now 10. Kov put I ST into his spell, his ST is now 10. Grabby and Melio are unhurt.
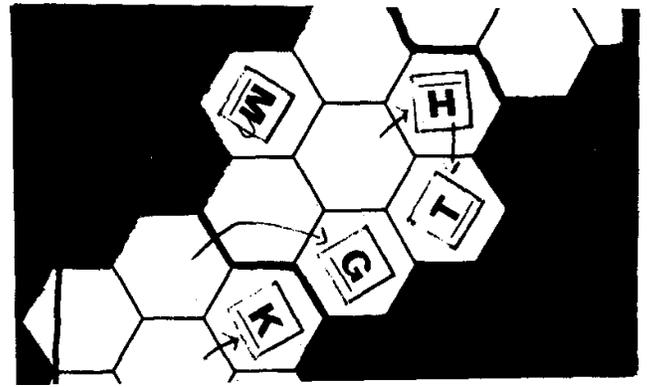
TURN 4. The troll wins initiative. He steps forward, to get out of the fire hex. Since he remained adjacent to both the enemies to whom he is engaged, he is considered to have "shifted," not disengaged, and he can still strike this turn. He reverses his facing. The players then move. Heniochus shifts one hex to attack the troll from the side. Grabby stands still. Kov steps up to strike from the side. Melio is caught with his pack half-off; fortunately for him, the troll is facing the other way. In combat, Kov strikes with his staff. The side attack adjusts his DX to 14. He hits, rolling a 4; the troll takes 4 hits. Grabby (adjDX 13) strikes next. He rolls a 14, which misses. Heniochus' DX of 8 is adjusted to 10 because he strikes from the side; this is STILL worse than the troll's 11. The troll strikes at Grabby (the only one he can hit at). He rolls an 11, which hits. Rolling 2 dice for damage, the troll gets a 7. Grabby's armor stops I hit; Grabby takes 6 hits. Heniochus then strikes. He rolls a 13, which misses. Melio cannot attack.
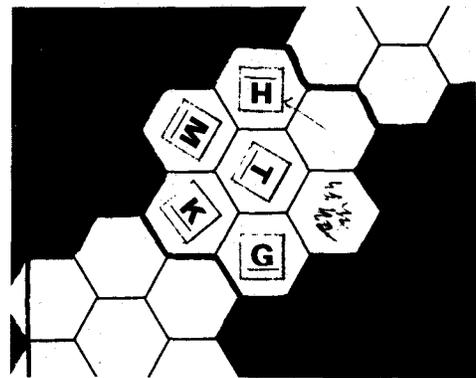
TURN 5. The players get initiative, and tell the troll to move first. He cannot move without disengaging. He turns to face Kov, who hurt him worst last turn. (The troll's ST is now 15.) Heniochus moves to get behind the troll. Grabby prefers not to move into the troll's side hex, because it's on fire; he stands his ground. Melio shifts a hex to the side; he has finished taking off his pack, and he readies his javelin again.

In combat, Kov and Heniochus both have adjDX of 12, since Heniochus is behind the troll. They roll to see who strikes first. Heniochus wins, but when he rolls to hit, he gets a 14, and misses. Kov attempts to Blur himself. He rolls an 8, which succeeds. The troll is striking at Kov. The Blur reduces his DX to 7, so his turn to strike comes after Grabby's. Grabby's DX is -2 because of his wounds. He needs an I I or better. He

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gets a 4 -double damage. He rolls a 3, which would normally mean 5 hits damage. It is doubled to 10. This would knock a human figure down, but since a troll has a beginning ST of 30, the troll remains standing. It strikes at Kov, rolling a 6 to bit. The troll then rolls for damage, getting a 4 on 2 dice. Kov takes 4 hits. His ST is now 5 . ... 4 for the wounds, and 1 for the Blur spell, were lost this turn. Grabby's ST is 4. The troll's is 6; he took 10 hits and regenerated 1.
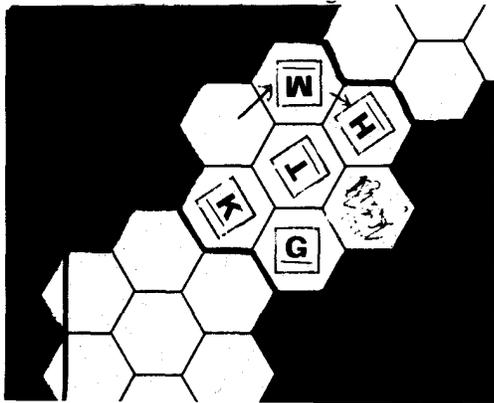
TURN 6. The troll wins initiative. He tells the players to move first. Melio shifts one hex, thinking the troll will turn to face Heniochus. Everyone else stands still. The troll does not move. During combat, Kov continues his Blur, planning to disengage. Grabby strikes (adjDX 13) and misses. Heniochus strikes (adjDX 12) from behind-and misses. Kov disengages. Melio strikes (adjDX 10) and misses. The troll strikes at Melio (adjDX 9, because of his wound) and hits with an 8. He rolls 2 dice for a 7, putting 5 hits on Melio.
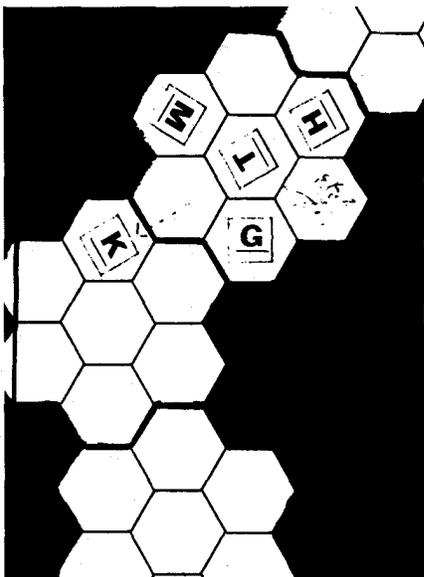
TURN 7. The players win initiative. Everyone ends up standing still. Grabby (adjDX 13) swings and misses. Heniochus (adjDX 12) swings and (finally) hits. His morningstar does (2+1) damage. He rolls a 10, putting 11 hits on the troll and killing it. The adventurers quickly throw the dead troll into the fire to keep it from regenerating.

In passing out experience points for this combat, the GM gave each player EP equal to the hits his action put on the troll. Kov also got 3 EP, for expending 3 ST on spells in combat. Heniochus got I I for putting in the deathblow on a DX 11 creature ... and Melio LOST 5 for out-of-character action (risking his own neck), since he was supposed to be cowardly.

8. QUICK COMBAT SYSTEM

The Quick Combat System is a simplified system to allow easy resolution of battles. It is not as complex and realistic as the regular system, but it's faster.

SEQUENCE OF EVENTS

Each turn, the following events take place in the following order:

1. *Roll for initiative.* The GM and the players' leader each roll a die. Winner of the die roll may choose to have his figures move EITHER first or second, as he wishes. If two groups of players are fighting each other *and* the GM, or there is some other multi-group situation, EACH group rolls a die; winner chooses when to move, next-highest gets second choice, and so on.
2. *Movement.* The side moving first may now move all figures. A figure never HAS to move, and may never move more than its MA (movement allowance). After all the first side's figures have moved, the second side moves its figures.
3. *Options.* Each figure now takes one action from the list below. NOTE that a figure which moved more than half its MA can choose no option, and that a figure which moved more than one hex cannot cast a spell or fire a missile weapon. All figures act SIMULTANEOUSLY-that is, all attacks, spells, etc., are considered to take place at *the same time.* Thus, it does not matter what order the figures make their die rolls in.
4. *Record effects.* Hits are marked off against all figures that took damage. The effects of magic spells are marked against those figures affected by spells. NOTE: When a spell lasts (for instance) for 3 turns, and the Quick System is being used, the 3 turns start with the turn AFTER the spell is cast. Any figure whose ST is reduced to I is unconscious. Any figure whose ST is reduced to 0 or less is dead. If neither side is dead or safely fleeing, begin another turn.

MOVEMENT

Each figure has a MA (movement allowance). This is the maximum number of hexes the figure may move in one turn. A figure which moves MORE THAN HALF its MA during one turn is running too fast to do anything else; it may not pick an option from the list below.

A figure may NEVER enter a hex with another figure during combat when the Quick System is being used. There is no "hand-to-hand" combat.

The Quick Combat System totally drops all concepts of "facing," being engaged , " hand-to-hand combat, and most DX adjustments. You can freely move next to and past a foe, if you've got enough movement allowance.

OPTIONS

A figure which moved half of its MA, or less, may do any one of the following:

(a) Try to hit any one adjacent figure with a weapon or his bare hands, or throw a weapon.

(b) Re-sling the weapon he has been using and draw a new one,

OR put on or take off a shield, OR reload a crossbow which fires every 2nd or 3rd turn, OR make any other sort of change in the weapon he is using ... but NOT attack.

A figure which STOOD STILL, or moved only I hex, may do any one of the above, or any one of the following:

(a) Attempt to cast a spell.

(b) Fire a missile weapon.

(c) Stand up after being knocked down.

(d) Pick up a dropped weapon from the hex where he ended movement.

A figure who cast a continuing-type spell can maintain it in later turns, no matter what else he does, as long as he pays the ST cost.

HITTING YOUR FOE

Quick Combat involves those figures who try to use a weapon or magic spell against a foe. In order to hit with a spell or weapon, a figure must make its die roll against adjusted dexterity (adjDX). A figure's adjusted DX is calculated at the beginning of the game, by subtracting the DX minuses for his armor and shield (and his weapon, if he's carrying a weapon he doesn't have the Talent to use) from his basic DX. Only two things can cause adjustment in DX to happen DURING Quick System combat:

(1) Use of a thrown or missile weapon at long range;

(2) Casting of a magic spell to raise or lower DX.

The figures make their die rolls in any order during the "option" phase of a turn; all attacks take place simultaneously, The damage done by a successful attack is figured as described under "Rolling for Damage" in the regular combat system. All magic is treated as described under MAGIC, except where it conflicts with the special rules here.

WHO MAY BE ATTACKED

A figure using an ordinary weapon can attack any figure in an ADJACENT hex.

A figure using a pole weapon can hit a figure EITHER one OR two hexes distant. He cannot attack a figure two hexes distant if there is someone or something in the way.

A figure using a missile or thrown weapon can attack a figure at ANY distance. He cannot attempt to fire or throw THROUGH another figure, though. Draw a straight line between the centers of the two hexes. If the line passes through an occupied hex, the attack cannot be made.

A figure using a Thrown (T) type magic spell treats it as a thrown weapon; a figure using a Missile (M) type spell treats it as a missile weapon. Creation (C) and Special (S) spells follow their own rules.

DX ADJUSTMENTS

Users of thrown weapons (those weapons listed on the Weapon Table as being throwable) subtract 1 from their DX for every hex to the target. A figure 3 hexes away is attacked at DX -3.

Users of missile weapons and spells subtract I from their DX if the target is 3 or 4 MEGAHEXES away, 2 if the target is 5 or 6 megahexes away, and so on.

If you use gas bombs or molotails, use the same system described under **FIRE AS A WEAPON** in the regular combat system.

DX may also be affected by magic.

9. MOUNTED COMBAT

Underground jousting? Subterranean cavalry charges? Hah. However, situations can come up on the way to your intended destination . . . along the road, riding is faster than walking . . . and so on. Enough of our playtesters asked for mounted combat rules that, in the end, we gave in. Here they are. However, please note that these are the cavalry equivalent of the "Quick Combat" rules-intended to be fast and playable rather than super-accurate. Details about mounts, facing and riding are contained in the FLORA & FAUNA section of the Game Master's module **THE FANTASY TRIP: IN THE LABYRINTH**.

OPTIONS FOR RIDERS AND MOUNTS

The options available to a riding animal are:

a. Move up to its full MA.

b. Move up to half its MA, and/or attack.

c. Stand still.

d. Shift one hex (possibly trampling a downed foe) and/or attack.

Options (a) and (b) are not available to a riding animal which is engaged.

The options available to a rider include most of those available to a man on foot. However, ONLY an Expert Horseman can pick up a dropped weapon. Additional options available to a rider include:

a. Mount. Starting on foot, move not over two hexes and mount a riding animal. The animal must be standing still. (A non-Horseman must make a 3-die roll on DX. Failing this, he falls to the ground, taking no damage except to his dignity.)

b. Dismount. Starting on the animal's back, get off and move no more than two hexes, ending in a standing, kneeling, or prone posture, as you prefer. The animal must be standing still.

c. Jump off (of a moving animal). The animal may be going at any speed. Make a DX roll-2 dice for Expert Horseman, 3 for Horseman, 5 for anyone else. Failure to make roll indicates you take I die of damage. You end that turn prone, regardless.

MOVEMENT AND WEIGHT CARRIED

A rider and mount move as one unit. The rider's counter is placed on top of the animal's; the animal moves, and the rider rides. The distance the animal can move is governed by its MA, or movement allowance. An animal's basic MA is adjusted for the weight it is carrying; although a good riding horse (for instance) has a listed MA of 30, he will not go nearly that fast when carrying a rider.

A riding (or pack) animal's MA is affected by the weight it carries as follows:

Weight (in kg) up to creature's ST-MA reduced by 2.

Weight (in kg) up to 2 times ST-MA 4.

Weight (in kg) up to 3 x ST   -MA -6.

Weight (in kg) up to 4 x ST   -MA -8.

Weight (in kg) up to 5 x ST   -MA -10.

Although an animal can carry a larger load for a short time (say, an hour or so), five times its ST is the maximum load for regular travel. Loading an animal heavier for any great length of time will kill a willing one, or provoke a balky one to kick your head off. Also note that, in normal travel, "walking pace" for a horse or other riding animal is about the same as that of a man-MA 3, or 4 at most-and a horse moving at this pace, and pulling his load in a wagon instead of carrying it on his back, can haul 100 times his ST all day.

Flying creatures. A flier's MA is also reduced by its load, as above. However, the MA of a creature affected by the Flight spell is not affected even when it carries its maximum 50 kg of "cargo."

Engaged and Disengaged

Riding animals follow the same rules about engagement and disengagement as do foot warriors, with one exception: If a horse (normally a 2-hex creature) moves more than 8 hexes in a single turn and then engages a single man on foot, treat the horse as though it were a 3-hex creature. That is, the man on foot is engaged, but the horse and rider are not. This applies only to a single footman-two men on the ground WOULD engage a horseman. The reason for this is the extra momentum of a rider at high speed. A single man cannot reasonably hope to engage a charging horseman-but he CAN engage one who was trotting or standing still, without the momentum to carry himself right past. The same -applies to any other 2-hex riding animal.

Leaning-The Rider's Movement on his Mount

The rider on a horse or other 2-hex animal can occupy *either* of the animal's hexes. During the movement phase, his counter is placed in whichever of the two hexes it is to occupy that turn, faced in any way (except backwards) the player wishes. The rider remains in that hex of his beast, with that facing, until the next turn, when he may again move. This represents the rider's ability to lean different ways in the stirrups, guide his animal to one side, etc., and is an important advantage of a rider.

Similarly, the rider on any three-hex beast may occupy any one of its three hexes if the three-hex beast is represented by a triangular counter.

For permissible saddle positions on other three-hex counters, and on counters for larger riding animals, see the descriptions of the individual beasts. Note, though, that the rider of (for instance) a large dragon cannot move freely over the dragon's back during combat. One point on the dragon must be picked as the location of his saddle; he can "lean" into any hex adjacent to that point, but no further.

Some very large creatures-i.e., elephants, giant saurians might have palanquins (riding platforms) on their backs. Several figures can occupy such a palanquin and may move about normally-indeed, combat might occur between figures on the palanquin, if an enemy jumped aboard.

A rider may be tied to the saddle to make sure he won't fall off if he becomes unconscious (not a bad idea, especially if you're riding a flying creature)-but he then loses the ability to lean into different hexes.

Pulling a Rider from his Mount

If a rider takes 8 hits in one turn (enough to knock him down if he were standing), he will fall from his mount.

A rider may also be *pulled* from his mount by enemies on the ground; this is the bane of the mounted knight or cavalryman. To help pull a rider down, a foe must (a) be on the ground adjacent to the rider, and (b) make a 6-die roll on his combined ST and DX. Pulling at a rider IS an attack, and is treated as one, except for the special 6-die roll. HTH combat skill helps neither party in this situation.
An ordinary rider can be unseated by one figure making a successful 6-die ST+DX roll. A figure with the Horseman talent cannot be unseated unless TWO figures successfully pull at him in the same turn; he falls when the second one makes his successful roll. An Expert Horseman does not fall until THREE figures successfully pull at him in the same turn.

ATTACKS

Both an animal and its rider may attack, and both may attack in the same turn. A rider may attack regardless of how far his mount moved that turn, although the animal itself cannot attack if it moved more than half its MA. To determine whether the rider is making a charge attack, of course, you consider the movement of his animal.

A horseman can carry and use any weapon for which he has the ST, including missile weapons, thrown weapons, and polearms. A horseman may "jab" with a pole weapon, just as though he were on foot. A horseman charging with a pole weapon does double damage if he hits with a pole weapon, and takes double damage if a pole weapon hits him.

A rider also gets a "damage bonus" if he is moving at a high rate of speed. On any turn where a rider moves more than 8 hexes and attacks, his weapon does an automatic +2 damage. This, of course, does not apply to missile or thrown weapons. It DOES apply to pole weapons, and is in addition to the double damage for a charge attack. A spear used one-handed, for instance, does 1 die damage. If the horseman traveled 8 or more hexes that turn before striking, it would do (1+2).

Since this would also be a charge attack with a pole weapon, the damage is doubled to (2+4).

The Cavalry Lance

This weapon is 12-14 feet long and heavy; it can only be used by a mounted figure. It IS a one-handed weapon. It does (3-1) damage in a jabbing attack; since it is a pole weapon, it does +2 damage, doubled, in an 8-hex charge from horseback. Thus, a hit from a charging lancer can do (6+2) damage, and will stop practically anything it hits. The disadvantage of the cavalry lance is that, because of its length, it is almost useless except in a straight-on attack. If it is used to attack any figure that is not directly in front of BOTH the rider AND his mount, the only thing that can be managed is a clumsy, sweeping blow-doing 1 die damage if it hits, or (1+2) if the rider moved more than 8 hexes that turn. A sweeping attack like this does NOT do double damage for a charge attack. Furthermore, the rider must make a saving roll (3 dice on ST) or drop the lance when he hits with a sweeping attack ... which makes an extra weapon on the saddle-bow a very good idea.

The Pike

The, pike is a long spear-sometimes 15 feet long or better. Its main use is to stop charges-especially cavalry charges. Even an armored knight would sheer off from a line of pikes, grounded and awaiting his charge.

However, the pike is a very unwieldy weapon for any other purpose. It CANNOT be used as a normal weapon to attack someone in an adjacent hex. It may be used as a spear to jabattack someone TWO hexes away, but its length gives the user a -2 DX, and it does damage as though it were a spear.

Used as intended, the pike is set into the ground; the pikeman supports it with one or both hands and leans it at a steep angle toward the foe. (Note that the +2 DX thus gained for a grounded pole-weapon offsets the -2 penalty for attacking a mounted man from the ground.) The pike is considered to be a (2+1) weapon, but used in this fashion it cannot hit a foe unless he is moving into one of its hexes of effect (see below). Thus, the foe will almost always be charge-attacking -either against the pikeman or someone else- and the pike will do (4+2) damage if it hits. This terrible damage, like the damage of the cavalry lance, is due more to the momentum and shocking power of the horse than to the weapon itself. Thus, a pike is treated only as a spear (although with the 3-hex length) when it is used against humanoid figures on foot.

Just as a figure with a pole weapon strikes before other figures (regardless of DX), a footman with a pike strikes before a pole-weapon user even if his DX is lower. If the pole-weapon user (or other figure) moves through a hex the pikeman could have hit (see diagram), then the pikeman may take his attack THEN, during the movement phase. If he does so, he cannot attack again in that turn. Note that this means that anyone (even a pole-weapon user) who charges a pikeman from *in front will have to undergo an attack before he can strike at the pikeman.

P is the pikeman. He can hit a figure in hex A if and only if both hexes W and X are empty. He can hit a figure in B if Y is empty, and in C if Z is empty. He can use his weapon as a spear (DX -2) against hex X, Y or Z. To hit another hex, he must change facing.

If a pikeman himself charges (regardless of the target), his pike counts as a spear with -2 DX
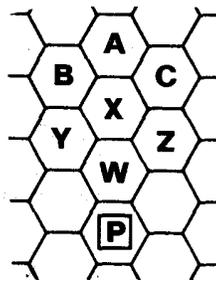
DX MODIFICATIONS FOR MOUNTED COMBAT

Use the following modifications for dexterity. Like other DX modifications, these are cumulative in cases where more than one apply.

Expert Horseman engaged in combat while riding-no penalty.
Horseman engaged in combat while riding-DX -1.
Non-Horseman engaged in combat while riding-DX -3.
Unmounted 1-hex figure striking at rider or mount-DX -2.
   (Note -This is NOT cumulative with the -4 DX for striking at a flier, if you are attacking a man riding a flying creature. The total DXfor that is -4 for attacking a flier *only*, not -6.)
Grounded pike vs. cavalry-DX +2.
Pike used against foe only 2 hexes away-DX -2.

ARMOR FOR RIDING BEASTS

Horse-armor, or "barding," is available in types equivalent to all the different kinds of human armor. Each sort of barding gives the same protection as its human equivalent, but subtracts I less from the DX of the horse. For instance, chainmail barding stops 3 hits from any attack on the horse, but only takes 2 from its DX

If you have the money, you can have barding made for anything-a giant lizard or even an elephant. Note, though, that flying creatures will not wear barding; it hampers their movements, obstructs the airflow, and makes them very uncomfortable. Neither will a swimming creature (except an Octopus or Merman) wear armor.

To figure the cost and weight of barding, see **ARMOR AND SHIELDS: PROTECTION FROM HITS**
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USING MAGIC FROM HORSEBACK

Most magic spells may be conducted as well on horseback as off. Even if a magician is not acquainted with horses, his years of mental training have accustomed him to ignoring far greater distractions than a horseback ride.

However, the motion does make it harder to read scrolls and books-therefore, any such spell cast from a beast in motion is at an extra -1 DX Spells cast from magical Rods are at -3 DX for a wizard who is not experienced with horses, and -1 for a wizard Horseman, just as though an ordinary weapon was being used.

PANIC

Any riding animal may panic except (a) one ridden by an Expert Horseman, (b) one with an IQ of 7 or better, or (c) one fully trained for war. When a riding animal is wounded, its rider must make a 3-die roll against his own IQ to keep it from panicking (2 dice if he's a Horseman). If the animal panics, roll I die to determine what it does:

1, 2-run at full speed away from the fight/source of injury
3-berserk. No longer under rider's control, just like human berserk (q.v.).
4-run blindly into enemy at full speed, not attacking.
5-stand stock still for I turn-roll for further reaction next turn.
6-try to throw its rider(s). A Horseman must make a 3die roll vs. DX each turn to hang on. A, non-Horseman must make a 4-die roll vs. DX

Once a mount panics, it will stay panicked until it dies, gets FAR away from the source of the panic, or is controlled. To try to control a panicked mount, make a 3-die roll vs. IQ for a Horseman, or a 5-die roll for anyone else. A successful roll should be worth experience!

A rider may take no other action in any turn in which he attempts to control his mount.

If you can't control the animal, it's time to think about jumping off.

Other things besides injury can panic an animal. Large fires or explosions will panic almost any animal. Dragons or other

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large fliers, big cats, etc., or even snakes can cause panic. When something of this sort takes place, roll dice against the animal's IQ-3 dice for fires, dragons, etc., and 2 dice for smaller menaces. If the rider is a Horseman, subtract 1 die. If the animal panics, the rider does not get a chance to control it until next turn. Of course, if you KNOW you are about to approach something that would frighten the horses, you can take precautions. If the GM feels you have the matter in hand, then the animals won't panic!

AERIAL COMBAT

Combat involving flying figures (whether they have riders or not) is handled in a manner analogous to any other combat. The addition of the third dimension does allow fliers to cross over fires, walls, shadows, and foes where there is enough room. Flying creatures do not engage each other if neither wishes to be engaged; if one wishes to be engaged, and the enemy is no more than three times as large, consider the figures to be engaged, just as though they were on the ground.

Flying creatures attack each other at -4; aerial combat is tricky. This DX is negated by the +4 for HTH combat if they grapple each other. In almost all cases, HTH will cause both to fall. Assume that all falling takes place at 10 meters/turn, unless you want to get out your physics book and figure actual acceleration in meters per second squared.

In general, a flying creature can make any attack from or in the air that it could make on the ground.

Most flying creatures may attack foes on the ground. This attack will also be at -4 DX (the flier is either hovering or taking a swipe as it flies past; neither is especially accurate) unless the attacking flier is a small creature (Dragonet or smaller) attacking a much larger target. Dragon-fire and thrown spells may also be used from the air without DX-.

A few creatures (Gargoyles, for instance) will always land for a personal attack. They may land either beside or on top of their victim. Those who have seen a falcon stoop on its prey may imagine the effects of a similar strike by a Gargoyle. And what about a dragon ... ?

Some fliers will drop rocks or weapons on their foes. Spears and axes may be dropped at -4 to hit but do +2 damage if they connect. Grenades, molotails, and gas bombs may .be dropped at -4, but with no damage bonus. Other weapons are unlikely to do more than accidental or nuisance damage. Informal weapons (like boulders) do 1 die damage for each 50 kg weight (because they're unlikely to hit squarely, but very likely to graze and bruise). They, too, are dropped at 4 DX.

Effects of Damage on Fliers A hit which would knock a standing figure down will also knock down a flier; it will fall for two turns, and will hit ground if it is within 20 meters. If it is 20-30 meters from ground, it may make a saving roll (3/DX) to avoid a crash. If it is more than 30 meters up, it automatically recovers on the third turn, "pulling out" of the fall some 25 meters down. A flier whose ST is reduced to 3 or less, or whose wing takes 4 or more hits (see **AIMED SHOTS** and/or **CRIPPLING HITS**) must land immediately. A flier crashes if it actually loses a wing.

Very small fliers (ST 5 or less) do not have to land because of reduced ST; they fight and fly until unconsciousness.

Any flying figure falls if it dies or goes unconscious. This may have severe effects on its rider, who falls with it. Any

creature which falls takes 1 die of damage for every 5 meters it falls. If the rider of any beast becomes unconscious, make a saving roll against the beast's DX each turn (3 dice). A missed roll means the rider falls off. If the rider is tied in his saddle, of course, he won't fall-but if he's tied down, he loses the ability to "lean" into different hexes.

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