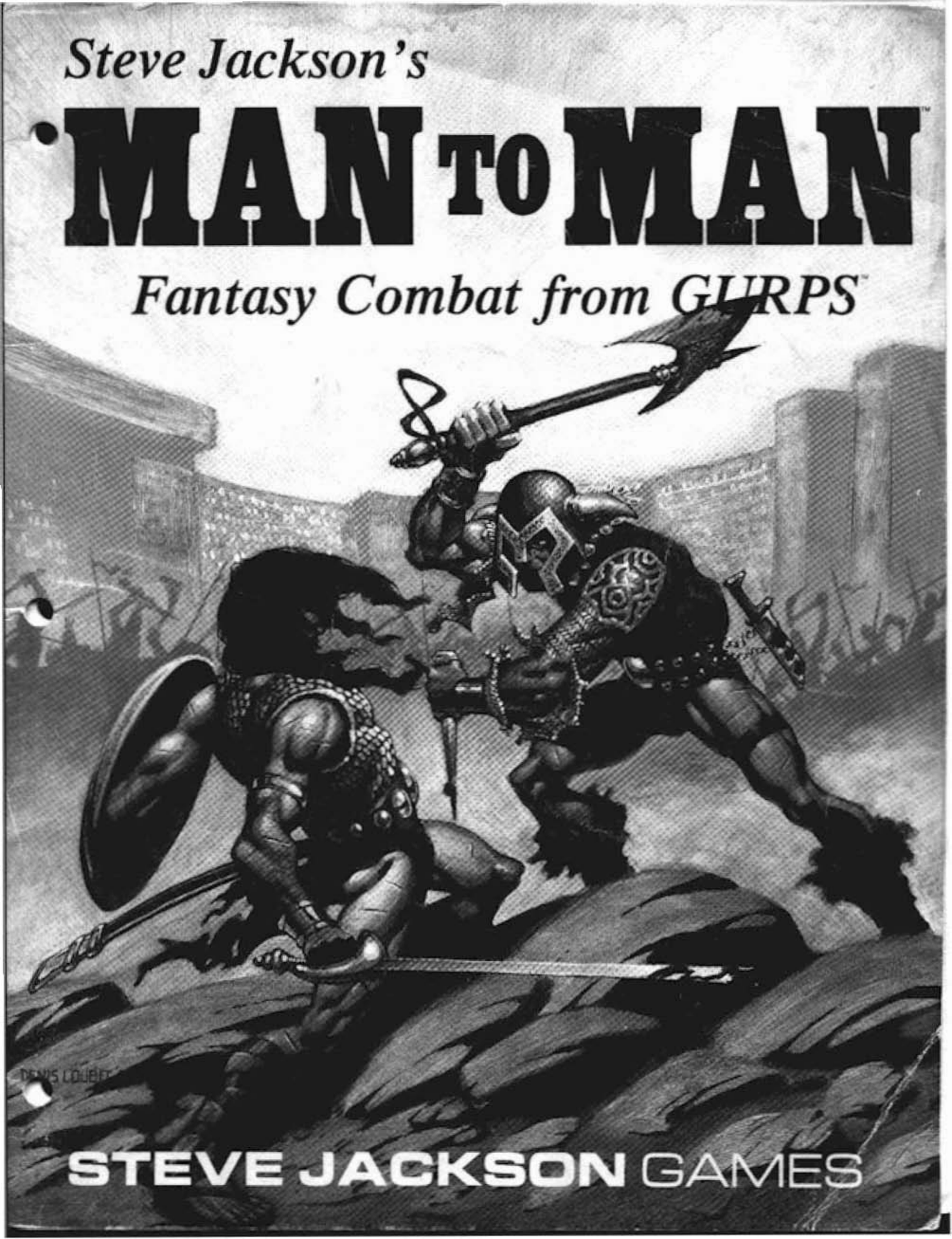
Steve Jackson's

MAN TO MAN

Fantasy Combat from GURPS



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STEVE JACKSON GAMES

Fantasy Combat from GURPS™

MAN TO MAN™

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Special thanks to Warren Spector and Allen Varney (rules reading and criticism); Mike Hurst (historical research); Jim Gould (computer simulations); and all the people who have been telling me, for the last five years, to design another roleplaying game.

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Cardboard Heroes® miniatures by Denis Loubet and Jeff George

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INTRODUCTION

Man to Man is the combat system for *GURPS* — the Generic Universal RolePlaying System. We've decided to release *Man to Man* separately, in advance of the full system, for three reasons:

(1) Our fans have been waiting *years* for *GURPS*. It seemed like time to give them *something*.

(2) ***Man to Man*** is a great introduction to the whole system. Once you learn these rules, you'll have *GURPS* in a nutshell.

(3) ***Man to Man*** makes an excellent stand-alone *boardgame!*

Man to Man is intended to be a highly realistic, yet fast-moving, simulation of pre-gunpowder combat. It is presented in two levels — Basic and Advanced. It can be used in a variety of ways.

The *Basic* system can be used by itself as a quick, yet *realistic*, combat module for *any* RPG. If your favorite game suffers from a slow or unrealistic combat system, you can translate your characters and play out your combats with ***Man to Man***.

The *Advanced* system can be used in the same way, or as the nucleus for a roleplaying campaign in itself. Some of it will be sketchy — because this *isn't* yet the full *GURPS* system — but it's enough to get you started.

And *non*-roleplayers will enjoy ***Man to Man*** as a combat boardgame. The advanced game provides a wealth of tactical detail — but it moves quickly enough to be fun. The tactics that work in real life will work here.

The idea is to have a system that *anyone* can tailor to his own desires — and still let *everyone* play substantially the same game.

However you play ***Man to Man***, I think you'll find it achieves several things that earlier designs have missed.

First and foremost, of course, is the *flexibility* and *realism* of a true "universal" system. Others have tried this, but have fallen into the twin traps of watered-down rules (where a lightning bolt is just like a .45 pistol) or incompatibility (where players have to learn so many alternate rules for each new game-world that they might as well be learning a new game, and characters can't easily cross over). ***MTM*** presents a single, unified system that allows for great diversity *because* of its realism. The whole basis of the design is the "reality check." Whenever we were in doubt about a speed, distance, or weight, we went out and *checked* it — in books where necessary, in real life where possible. So — if real life works, the game should work too!

Second, and almost as important, is *organization*. Any really good RPG has a lot of detail. That means that an RPG should be well-organized. But few are. Every gamer has had the experience of hunting frantically through one book after another, looking for a rule . . . and not finding it. ***MTM*** is extensively cross-referenced, with Table of Contents and a Glossary. I hope this helps.

Third is ease of play. In ***MTM***, all of the detailed calculations are done before you start play . . . they are entered on the character sheet, and saved until you need them. Once play actually begins, it's not complex.

The *GURPS* system breaks everything down into plain English and simple numbers. Distances are given in yards and miles, rather than arbitrary units; a "turn" is exactly one second. That's what makes it generic . . . and easy to translate. If you see an interesting supplement for another game, go right ahead and get it. If you can figure it out in the first place, you can use it as a sourcebook for ***MTM***.

Enough talk. Enjoy the game.

—Steve Jackson

How to Learn MAN TO MAN

If you have some experience with roleplaying games already, ***MTM*** should be easy for you to learn. If you haven't tried any RPGs before, relax . . . if you get this far, you'll be fine.

The book itself is divided into "text" (like the large type to the left) and "sidebars" (like the one you are reading). The text contains the main body of the rules; read this first. The sidebars contain examples, charts, special rules, and similar material. This *non*-linear approach is intended to make it easier to learn the rules quickly, and to use them after you learn them. Feedback will be welcomed!

Start by turning to the back of this book to read the *Glossary* (p. 59). These definitions will give you a good "feel" for ***MTM***, and you can go back to them any time you find an unfamiliar term.

Next, read p. 4 to learn what the Game Master does. You won't need this right away, but it will help get you oriented.

Now, turn to p. 5 and try your hand at creating a character, a step at a time. You can duplicate your favorite fantasy hero, or invent your own.

Now turn to p. 21 and read the *Basic* combat system. There are more combat rules, but the basic ones are all you need to get started.

Now, find two or three other people who want to play the game. Pick a scenario. You can choose a Game Master, or just agree to settle questions by flipping a coin. Create appropriate characters (or use the pre-generated ones we've included). Sit down and start playing. You'll find you already know enough to get along, and you'll learn fast. Have fun!

Game Materials

This book contains 60 pages of rules and a 20-page pullout section. This includes two double-sided 11" x 17" combat maps; 4 pre-generated characters; two blank Character Sheets; an *Instant Fighters* reference sheet; a *Charts and Tables* reference sheet; and three pages of *Weapon and Armor Tables*.

Attached to the inside back cover is a ziplock bag with three sheets of ***Cardboard Heroes*®** miniatures and instructions. Do not remove the bag from the book; use it to store miniatures between play sessions.

You will also need at least three six-sided dice; pencils and paper; a straightedge, for checking line of fire; and tape to hold the maps down.

The purchaser of this book is welcome to photocopy the charts, tables, reference materials, and Character Sheets for his own use (but not for resale).

1 THE GAME MASTER

A Game Master is not *required* for ***Man to Man***. For a simple combat, two (or three, or five) players can sit down without a referee, and things will go perfectly smoothly.

Nevertheless, these rules are full of references to the Game Master (GM for short). And often, a GM will make the game much more fun.

The GM is the referee of a roleplaying game. He plans the scenario in advance, and prepares maps, notes, and enemy fighters. He also takes the part of the "non-player characters" — the merchant who sells you your weapons, the management and bettors at an arena, the wizard who hires you for a mission. The GM keeps track of secret possessions and strategies, interprets the rules, and awards character points at the end of a play session.

The GM can also play the enemy fighters when combat starts. But it is often better to leave that to an Adversary (see below).

In any question of rules, the GM's word is *law*. The GM determines which optional rules are to be used, and settles any specific questions that come up. A good GM will always discuss important questions with his players before deciding — but a good player will accept the GM's decision, once it is made.

The Game Master should know the rules thoroughly. When a situation comes up that is not covered by the rules — or when a decision about the "real world" is needed — there are several techniques that can be used:

Success rolls. A "success roll" is a die-roll that tests a character's strength, dexterity, skill, or another score. Use success rolls when a question arises about a character's ability to do some particular thing. The better his score, the more likely he is to make his success roll. See p. 6 for more on success rolls.

Random rolls. For a question like "Are the keys in the car?" or "Does one of the soldiers have a horse the same color as mine?" a random roll is often best. The GM decides what he thinks the chances are, and rolls the dice. Some things will have a 50-50 chance — others will be very unlikely. The GM decides what the odds should be, and leaves the rest to fate.

Fiat. You don't have to use the dice at all. If, from the GM's viewpoint, there is only one "right" answer to make the game move smoothly — then that's the answer. "Of *course* the guard had a knife. Take it and run!"

The Adversary

In a scenario where the players are (more or less) co-operating with each other against a group of foes, an Adversary is very useful. The Adversary is an "assistant GM" who controls the enemy fighters in battle. He should know the rules very well. But, unlike the GM, he should *not* know everything about the players' skills, weapons, and plans! Thus, he reacts "normally" rather than with foreknowledge. This is more fair to the players, and gives the GM freedom to be a totally impartial referee. The GM should *not* try to kill the players. As a rule, the Adversary *should*.

The GM and the Adversary should discuss the scenario in advance, so the Adversary knows what the GM considers "realistic" behavior for his characters. Some adversary characters (ACs for short) may fight to the death. Others will flee, hide, negotiate, or (possibly) switch sides and come under the control of the players!

Hints for Play

The Perfect Fighter: Part of the fun of the game is trying to design the "perfect" fighter at any given point level. However, everyone has his own opinion about what makes the perfect fighter. The battlefield is the only test . . .

Picking Weapons: Every weapon has its uses — but some have more uses than others! In general, swords and polearms are the most efficient hand weapons — which is why they remained in use for many years *after* gunpowder weapons became common. Axes, maces, flails, etc., are still deadly, but a sword is a better *overall* weapon. Unfortunately, swords are *expensive* — forging a thin piece of metal that will survive combat was not easy in the Middle Ages! Fighters on a budget may have to content themselves with less "noble" weapons.

Shields: Shields are lifesavers. The big drawback of a shield is that it limits you to a one-handed weapon. And if you carry a *large* shield, it will tend to protect your *foe* from *your* attacks. But the extra defense may be worth it.

Group Tactics: One-on-one combats aren't too interesting. A game with at least three fighters on each side is *much* more fun. Try a "shield wall" with polearms in the rear rank. Try sending a lightly-armored skirmisher out, to tempt your foes to break their formation.

If your fighters keep losing against foes of the same point value, try changing your tactics. If that doesn't work, try re-designing your characters!

Collecting Characters: When you make up a good character — even for a one-shot scenario — save the Character Sheet. A good collection of characters can save you a lot of time later — or, in a roleplaying campaign, you can always "recycle" them as NPCs.

CREATING A CHARACTER

2

In *Man to Man*, each fighter is a "character" with his own individual strengths, weaknesses, and abilities. There are two ways to create a character. The best way to create your own character is to *design* him, giving him the strength, weapons, and abilities that you want to play. This system is explained below. After you learn how to design a character, you can short-cut the process by using random die rolls to make up "instant cannon fodder." This is described on p. 18. Or, if you want to get straight to battle, you can use the "sample characters" on the record sheets provided with the game. But reading this section will help you understand the record sheets — and you'll be a better fighter.

The first step is to decide what *type* of fighter you want to be. Dextrous and skilled? Super-strong? Unkillably tough? You can take your inspiration from a fictional character — or create your new "self" from the ground up. Either way, start with some idea of the sort of fighter you want to play. Then bring him (or her) to life!

Sample Characters

Four sample characters, with complete Character Sheets already filled in, are included in the pull-out section. On the back of each sheet are several alternate versions of the character, using different point totals. You can use these characters for your first few games — and keep them around for "cannon fodder" or NPCs.

Game-World Adaptations

The character-creation rules presented here are "generic." For the most part, they apply to any character anywhere. Each specific game-world will have its own skills to be learned, advantages available to characters born there, etc. If your game-world comes from a *GURPS* supplement, all that information will be supplied. If you are inventing your own game-world, give some thought to the things that make its people different and special.

Some examples of "other races" — elves, dwarves, orcs, halflings, etc. — are given on p. 19. These are the classic non-human races of heroic fantasy; go out and invent your own.

The Character Sheet

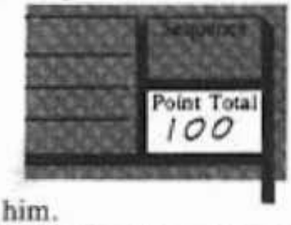
As you create your character, you will fill out a Character Sheet (see pullout section). When this sheet is finished, it will show all the important information about your character. You will keep it in front of you during play, for instant reference. Thus, almost all the "calculation" is done *before* the game, and the actual combat moves quickly.

This chapter will tell you how to figure various skills, attributes, weapon damage and range, et cetera. At some points, you will be copying numbers from tables without fully understanding them. Fear not . . . when you get to the *Combat* chapters, everything will be explained.

Character Points

You will start with a certain number of "character points" to build your fighter. The number of points depends upon the scenario you are playing, and should be marked in the "Point Total" box at the top right of your character sheet. The more points your character is built on, the tougher he is:

10 points: common scum.
20 points: tough scum.
40 points: city guard or rookie soldier.
60 points: veteran soldier.
80 points: veteran officer or mercenary.
100 points: definitely hero material.
Over 100 points: Truly remarkable. Be polite to him.



If you are fighting one-shot pitched battles, characters in the 40- or 60-point range work well. If you are planning a continuing campaign against "enemy" non-player characters, 100-point heroes survive better!

Buying Abilities

Each skill or ability has a "cost" in points. The greater you want your strength to be, for instance, the more points it will cost. An average strength

Success Rolls

A "success roll" is a die-roll to determine whether you can do something. A success roll may be made against a skill (see p. 8) or against one of your basic attribute scores.

All success rolls are made the same way. Roll three 6-sided dice. If the result is *less than* or *equal to* the score you are "testing," you succeed. If the result is more than the score you are testing, you fail. However, a roll of 3 or 4 always succeeds (IF you had a chance at all, that is) and a 17 or 18 always fails.

Any score may be tested by a success roll. Some examples:

Roll against DX to hit a foe with your hand (p. 26) or stay on your feet when you jump onto something (p. 49).

Roll vs. ST to see whether you can make a long jump (p. 49) or lift a heavy weight (p. 50).

Roll vs. IQ to recover from surprise (p. 45) or to see, hear, or notice something (in a roleplaying situation).

Roll vs. HT to recover from being stunned (p. 53), to stay conscious when your hit points reach zero (p. 53), or to avoid poisoning (p. 47).

Sometimes a score may be *modified* before you roll, to allow for the ease or difficulty of a task. For an *easy* test of strength, for example, you would roll against (ST+3). If your ST is 12, you need a 15 or less. A *hard* test of ST might be to roll against (ST-5). If your ST is 12, you must roll a 7 or less!

The greater the margin by which you make your roll, the more spectacular your success.

Contests

Sometimes two characters will have to compete directly against each other. This is called a "contest" in the skill or attribute they are testing. Contests may be *regular* or *quick*.

Regular contests may last several turns. Example: arm wrestling, foot racing. Each character tries his roll. If both *succeed* or both *fail*, there is no result. Their relative positions are unchanged. They roll again on the next turn, unless they quit their struggle.

When one player succeeds and the other one fails, the one who succeeded is the winner.

Quick contests are usually over in one turn. Examples: two people grabbing for the same weapon; two knifethrowers trying to get closest to the bullseye.

Each character tries his roll, as above. If both miss their rolls, they both failed! If only one makes his roll, he wins. However, if *both* characters make their rolls, the one who made his roll by the *most* is the winner. A tie is always possible.

GMs can vary the "rules" of contests to fit specific situations.

costs *no* points, and a lower-than-average strength has a *negative* point cost — that is, you get *extra* points if you take a low strength, and you can use these points to build up other attributes, buy skills, etc. You will also be able to choose special abilities called *advantages*.

Basic Attributes

Four numbers called "attributes" are used to define your basic abilities. These are:

STRENGTH (ST), a measure of "brawn" or physical muscle.

DEXTERITY (DX), a measure of agility and coordination.

INTELLIGENCE (IQ), a measure of brainpower, alertness, and adaptability.

HEALTH (HT), a measure of energy and vitality. HT can also stand for "hits" — the amount of physical damage a character can take. When you have taken "hits" equal to your Health score, you soon become unconscious. Further injury can eventually kill you.

You will spend character points to "buy" your attributes. Getting a Strength of 12 will cost just as many points as a Health, Dexterity, or IQ of 12. The point cost for beginning attributes is given in the table below. Note that a score of 10 in any attribute is *free*, since 10 is "average." Scores below 10 have a *negative* cost — for instance, if you take a Dexterity of 8, the cost is -15. By making your character somewhat clumsy, you have "earned" an extra 15 points that can be applied elsewhere.

The scores below range from 7 to 20. Seven is the lowest score permitted for a normal fighter — a score lower than that would definitely be "subnormal," and nobody with even one grossly subnormal score is likely to succeed as a warrior. There is NO upper limit to any score — but very high scores are very rare in real life, and impossible for beginning characters.

For each attribute, a score of 10 represents the general human average; anything from 8 to 12 is in the range considered "normal." Scores above 16 are definitely unusual; scores above 20 are superhuman!

Beginning Attribute Levels and Their Meanings

Level	*Point Cost*	*Strength (ST)*	*Dexterity (DX)*	*Intelligence (IQ)*	*Health (HT)*
7	-20	10-year-old	Clumsy	Child	Weak
8	-15	13-year-old		Dull	
9	-10	Average woman		Dull average	
10	0		Average	Average	Average
11	10	Average man		Average	
12	20		Graceful	Bright avg.	
13	30			Bright	Energetic
14	45	Athlete	Athlete	Very bright	
15	60			Genius-minus	
16	80	Weightlifter	Fencer	Genius	Very healthy
17	100			Genius-plus	
18	125	Circus strongman	Olympic fencer		
19	150			Nobel Prize	
20	175	Olympic wtlifter	Olym. gymnast		

. . . and so on — 25 points per added level. Any score over 20 is superhuman.

How To Select Basic Attributes

The basic attributes you select will determine your abilities — your strengths and weaknesses — throughout the game. Choose wisely.

Strength is relatively unimportant in a high-tech society. But if you are a warrior in a primitive world, it is very important indeed. A high strength lets you do *much* more damage with bare hands or hand weapons. Furthermore, a character with a high ST can carry a heavy load more easily!

Dexterity controls your basic weapon skills. A high DX is very important to any warrior (primitive or modern). DX also helps determine your Speed score — that is, how fast you run.

Intelligence is the least important attribute for a fighter. IQ comes into play in the case of *surprise*, or when you roll against your IQ to see if you saw, heard, or noticed something.

Health represents good physical condition. HT (along with DX) determines how fast you run. The higher your HT, the more physical damage you can take, and the less likely you are to succumb to illness, shock, poison, radiation, etc. A high HT is good for *anyone* — but for warriors it is vital. However, do not let a high HT blind you to the importance of armor. A battle-axe will cut a healthy man in two just as easily as it will an invalid!

Listing Attributes On Your Character Sheet

The four attributes should be written on your Character Sheet in the appropriate boxes (left side, near the top). At the far left are small spaces to show the point cost of each attribute. These, and the other "point cost" spaces, will be totalled when you finish to make sure you have stayed within your "budget" of character points.

Your Basic Speed Score

Speed is another important factor. Your Basic Speed score is *figured* from your HT and DX attributes, and shows how fast you can run without encumbrance. An average person has a Basic Speed of 5 — he can run 5 yards per second.

Add your HT and DX together. Divide the total by 4. The result is your *basic* Speed score. Enter it in the appropriate box on your Character Sheet. Do *not* round off your Speed score. There are times when a Speed of 5.25 will be better than a speed of 5.

Leave the *Move* box blank. This will show how far you can move each turn while carrying your weapons, armor, loot, etc. You will fill it in later, after you choose your equipment and determine how much it weighs.

Advantages

Certain special "advantages" are available to any fighter. Each advantage allows a unique benefit in combat, and has a cost in character points.

Ambidextrousness

An ordinary character is assumed to be right-handed. (If you want to be left-handed, just specify this when your character is first created and show it on the drawing on the record sheet. This costs no points.)

If you carry a weapon in your "off" hand, your skill is at a –4 when you use it. That also affects your ability to *parry*, though since your parry is half your weapon skill, subtracting 4 from your skill will only take 2 from your parry. There is no penalty for holding a shield in the "off" hand — a shield is meant to be used that way.

However, if you are *ambidextrous*, you can use both hands with equal skill. You may not strike with two weapons at once (unless you are making an all-out attack) — but you may *carry* two weapons, and attack (or parry) with either one. This can occasionally be useful, especially if one arm is wounded!

This advantage costs 10 character points.

Combat Reflexes

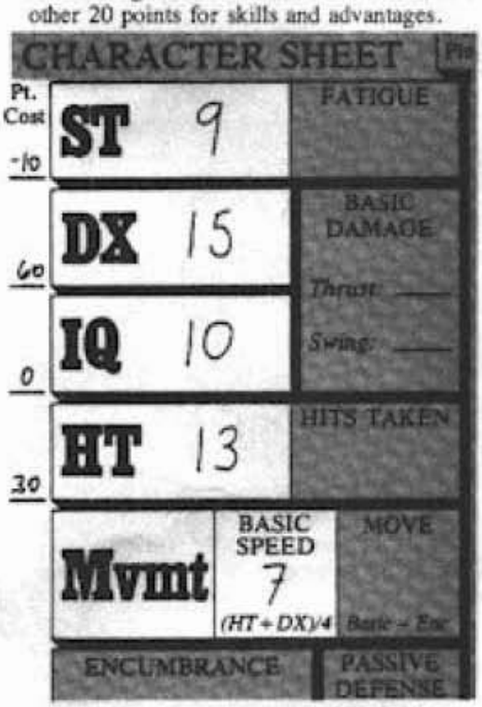
Most characters can be "surprised" if they lose an initiative roll (see p. 45) and enemies take them unaware. But some fighters have extraordinary reflexes, and are very rarely surprised!

If you have Combat Reflexes, your *side* gets +1 on initiative rolls to *avoid* surprise, or +2 if you are the leader (alertness is contagious). You get a +6 on any roll to recover from surprise. This advantage costs 15 character points.

Example of Character Creation: John Falcon

John Falcon is a genuine hero, built on 100 points. His Character Sheet is one of those included as an example. Over the next few pages, we will "design" John from scratch.

First, we'll set his basic attributes. He has a Health of 13 (30 points); a Strength of only 9 (–10 points); a Dexterity of 15 (60 points); and an IQ of 10 (0 points). This adds up to only 80 points, out of the 100 that John gets to start with. We'll use the other 20 points for skills and advantages.



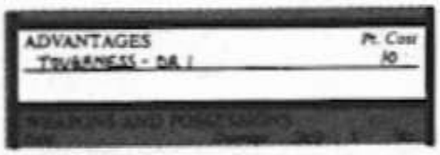
In the meantime, what do those four basic attributes tell us about John? Well, his intelligence is average, and he's *very* graceful and well-coordinated. He's also quite healthy; he will be hard to kill. But he's not strong; the average man can lift more weight than John can. Thus, he will not do a lot of damage when he hits with a weapon.

His running speed is better than average: 13 plus 15 is 28, divided by 4 gives a speed of 7.

You can easily picture him . . . a tough, wiry little fellow, quick and skillful, who leaves the heavy work to others.

John Falcon's Advantages

John has 20 points left. We want to save at least 5 for skills — 10 would be better. So we will spend only 10 points, and give him Toughness; 10 points will buy a DR of 1. This will let him absorb more wounds without suffering real injury.



List of Skills

When choosing weapon skills, pick the general skill(s) for the *type* of weapon you want to use. You will select a *specific* weapon later on.

Easy Skills
- Shield
- Knife
- Crossbow
- Fast-Draw (any *one* type)
- Brawling
- Thrown Weapon (for any *one* weapon type)

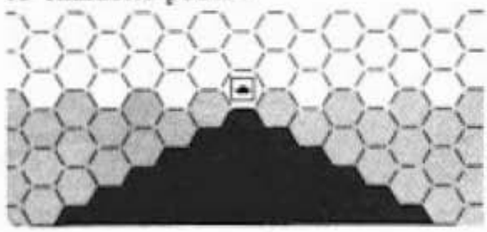
Average Skills
- Shortsword
- Fencing
- Broadsword
- Two-Handed Sword
- Axe/Mace
- Two-Handed Axe/Mace
- Staff
- Spear
- Polearm

Hard Skills
- Flail
- Bow
- Sling
- Judo
- Karate
- Running (based on HT)
- Throwing

Peripheral Vision

Most people can only see things in front of them. The normal *arc of vision* is shown by the white hexes in the diagram below. But some people have good *peripheral vision.* Their arc of vision is wider, as shown in gray.

If you choose this advantage, not only do you have a wider arc of vision, but your *facing* is affected (see p. 27). *All* of your adjacent hexes, except for the one directly behind, are considered "front" hexes. Thus, you can attack enemies in these hexes, and defend normally against attacks from these hexes. But your rear hex is still a "blind spot," as it is for any other character. This advantage costs 15 character points.



White hexes: normal arc of vision for someone facing "north."

Gray hexes: added arcs of vision for a character with peripheral vision.

Black hexes: no character can see into this area.

Toughness

Most people are very vulnerable to weapons — especially sharp ones! This is why armor is so valuable. But some people are *tough.*

If you take this advantage, your flesh is tougher than the average human's. Your body itself has a Damage Resistance score, like armor (see p. 15). You subtract this DR from the damage done by any blow, *before* you multiply the damage done by a cutting or impaling weapon (see p. 13). Toughness does not make you any harder to hit — it just lets you survive more injury.

Toughness does not let your flesh "turn" weapons. They still break the skin — they even draw blood. But you're not *hurt.*

Toughness costs 10 character points for a Damage Resistance of 1, or 25 character points for a Damage Resistance of 2. Higher degrees of Toughness are impossible for a normal human.

Listing Advantages On Your Record Sheet

Each advantage you choose should be marked on your Character Sheet, right under the picture of your character. List the advantage(s) you have chosen, and the point cost, as shown.

Skills

A "skill" is a particular kind of knowledge or training. The only skills you will need in ***Man to Man*** are combat skills. You may learn any combat skills appropriate to your character's time period.

Most combat skills are *weapon* skills. Each weapon skill covers all weapons of one general type. For instance, the Shortsword skill includes the machete, the gladius, and all similar weapons. It also covers small clubs, since the same technique is used to fight with a billy-club as with a shortsword.

If you have a high DX, and concentrate on weapon skills, you will become a formidable warrior — limited in other abilities, but able to handle yourself very well in a fight. But even a character with *no* weapon skills can fight. Use your "default" skill level, calculated from your DX (p. 9) for whatever weapon you have. Unless you have a very high DX, you will probably die. Good luck.

Each of your skills is represented by a number. The higher the number, the greater the skill. When you attack with a weapon, you will roll 3 dice against your skill with that weapon, modified as necessary for any special combat conditions that might make your foe easier or harder to hit. If the number you roll is *less than or equal to* your "effective" skill — that is, your skill modified for the combat conditions — your attack succeeds!

You will purchase your initial skills with character points, and you can learn more with experience (i.e., by surviving battles).

Learning Skills

You learn skills by spending character points. The cost of a skill depends on its difficulty and your *starting DX*.

When you spend points for a skill, you are getting training to bring that skill up to a useful level. Skills are easy to learn at first — a little training goes a long way! But added improvement costs more, as shown on the table below.

The first column shows the skill level you are trying to attain, *relative to your DX*. If your DX is 12, then a level of "DX–1" would be 11, "DX" would be 12, "DX+1" would be 13, and so on.

The next three columns show the point costs to learn an *Easy*, *Average*, and *Hard* skill at that level. Harder skills take longer — that is, cost more character points — to learn!

Your Final Skill Level	*Difficulty of Skill*		
	Easy Skill	*Average Skill*	*Hard Skill*
DX–1	½-point	1 point	2 points
DX	1 point	2 points	4 points
DX+1	2 points	4 points	8 points
DX+2	4 points	8 points	16 points
DX+3	8 points	16 points	24 points
DX+4	16 points	24 points	32 points
DX+5	24 points	32 points	40 points

Each additional level of skill (whatever the skill's difficulty) costs an additional 8 character points per level.

Example: You have a DX of 13, and you want to learn Broadsword (an "average" skill). One point will buy you the skill at DX–1, or a level of 12. Two points will buy you the skill at your DX, or a level of 13. Four points will buy it at DX+1, or a level of 14. Eight points will buy a level of 15. And so on.

Non-Weapon Skills

Most of the skills you will learn are "weapon skills." But certain other skills are useful to the fighter. Note that these non-weapon combat skills can *not* be used "by default" — you have to have training.

Brawling, Judo, and Karate

These three skills improve your bare-handed fighting ability. They are fully explained under *Unarmed Combat*, p. 26.

Judo and Karate are both "hard" skills. Brawling is an "easy" skill.

Fast-Draw

This is the skill learned by gunfighters, samurai warriors, and switchblade artists. If you have the Fast-Draw skill, you can "ready" your weapon in (effectively) zero time.

Fast-Draw is an "easy" skill. It must be learned *separately* for each type of weapon. Types of Fast-Draw include:

Knife Arrow Sword Two-Handed Sword

Other items cannot be readied with a Fast-Draw.

Use of this skill is explained in detail on p. 30.

Running

Your normal Speed score is (HT+DX) divided by 4. This gives the distance (in yards) that you can run in one turn without encumbrance. But some people have trained as runners, and can go faster than this! A trained runner does not have a big speed advantage, but it adds up.

Default Skills: Using Unfamiliar Weapons

Anyone, skilled or not, can pick up a sword and hack with it. Maybe not very well — but they can *try*.

You may try to use any weapon, even if you have not paid character points to learn it. Your "default" skill with an unlearned weapon is determined by your DX. The default for an easy skill is DX–4 — that is, your skill is 4 less than your DX. The default for an average skill is DX–5. The default for a hard skill is DX–6.

Defaults To Other Skills (An Optional Rule)

Some weapons are enough like others that training in one helps learn the other. For instance, a broadsword is *not* a shortsword — the balance is different. But if you know how to use a broadsword, you won't be an utter novice when you pick up a shortsword. After all, you're a swordsman already!

To reflect this, some weapons can default to *other weapons*. For instance, Shortsword defaults to Broadsword–2, and vice versa. If you have a DX of 10, your normal Shortsword default would be DX–5, or a skill of 5. But if you have put 16 points into Broadsword, so that your Broadsword skill is 13, your Shortsword default is Broadsword–2, or 11. Much better!

Note: If you now want to increase your Shortsword skill, figure the cost from the Skill Table (to the left). You have already had the "easy" part of your Shortsword training, when you learned Broadsword. In the example above, your default Shortsword skill is already at your DX+1 level. This would have cost 4 points if you had bought it normally. The next level (DX+2) costs 8 points. The difference is 4. So, if you pay 4 character points, you can raise your Shortsword skill from its default level of 11 to (DX+2), or 12.

This rule is optional, and will be needed primarily in extended campaigns. If you're just building fighters and sending them out to battle, they will need fewer weapon skills, and weapon defaults won't matter nearly as much.

Skills That Can't Be Used By Default

Non-weapon combat skills can *not* be used by default. These include Judo, Karate, Brawling, Running, Throwing, and Fast-Draw. Without training in these skills, you have *no* chance to perform them, so no "default skill" roll is ever allowed.

DAMAGE RESISTANCE

ARMOR HEAVY LEATHER: 2

TOUGHNESS: 1

TOTAL 3

SKILLS	Pt. Cost	Level
SHORTSWORD	4	16
KNIFE	1	15
SHIELD	1	15
CROSSBOW	4	17

John Falcon's Skills

When we left John on p. 8, he had spent 90 of his 100 character points. This leaves only 10 points to buy skills. But John has a high DX score, so — though he doesn't have enough points to learn many weapons — he will be *good* with the ones he knows!

As a medieval fighter, John needs to use light weapons — his strength of 9 is a severe limitation! As shown on the *Weapon Table*, many weapons require a higher ST. So John takes the Shortsword skill, which requires only a ST of 7.

He spends only 4 points on it, because his DX of 15 is very high already. 4 points buys this "average" skill at a level of DX+1. 15+1 is 16, so his Shortsword skill is 16.

John also spends 4 points on Crossbow. 4 points buys this "easy" skill at a level of DX+2, so his Crossbow skill becomes 17.

This leaves 2 points. John decides to spend one point each on two "easy" skills: Knife and Shield. This buys each of those skills at DX level: for him, this is 15. Falcon's skills are recorded as shown above.

That completes John Falcon; he is a balanced 100-point character.

If you want extra speed, you can learn the "Running" skill. It is a "hard" skill. However, unlike all other skills in ***Man to Man***, it is based on your HT, rather than your DX.* Use the same table, but read HT for DX. For instance, the cost to learn Running at HT level is 4; the cost to learn it at (HT+1) is 8, and so on.

If you learn the Running skill, then add ⅛ of your skill level to your Speed. Do not round off. For instance, if your Running skill is 14, divide by 8; the result is 1.75. Add this number to your Speed. Taking Running skill can easily increase your Speed by 1, and sometimes — if the fractions work out — by 2; this will help your movement a *lot*.

Throwing

This is the general ability to throw things — *everything*. Several specific "throwing" skills are found on the Weapons Table; they are "easy" skills. The Throwing skill is a "hard" skill, but it lets you throw *anything*. Learn it if you don't want to specialize. See *Throwing Things*, p. 50.

Meaning of Weapon Skill Levels

The usual range for useful weapon skills is 10 to 16. The list below will let you rate your weapon skills on a "real-world" basis.

3: Astoundingly inept. You will never hit a foe except by luck.
6: Clumsy. An average man using an easy weapon for the first time.
9: Unskilled. A rookie in his first month of basic training.
12: Novice. An average man after a little study, or a talented beginner.
15: Trained. A good, experienced fighter. You rarely miss.
18: Veteran. You have a *lot* of experience.
20: Expert. You could train others, and train them well.
25: Master. You could fight blindfolded.

The lower your DX, the harder it will be to build up to a high level of skill. But the lower your DX, the more points you have left to spend on skills! It balances out. In any case, training past a level of 15 or 16 will usually reach a point of diminishing returns. Once your skill reaches that level, you may want to start training in another weapon instead. An exception to this is ranged weapons (bows, throwing knives, etc.), where a very high skill will give you accuracy even at long ranges.

Listing Skills On Your Record Sheet

List your skills in the box at the lower left-hand corner of your Character Sheet. For each skill you choose, enter the number of points you spend for that skill, and your final skill level, as shown.

Physical Appearance

Your character's physical appearance is not vital to play — but it can be interesting. If you want to determine what you look like, read on. Otherwise, *skip this section* and go directly to *Equipment*, on the next page.

Height and Weight

Knowing your height and weight can be useful for several reasons. They determine whether you can impersonate an enemy, fit into that suit of armor you found, make it into that narrow hole, reach that window ledge . . .

You may choose any height and weight for your characters, within reason (whatever you think that is). Or you can roll the dice. The tables below give "average" height and weight, and provide random variation if desired.

** In the full GURPS system, many skills will default to IQ, and some will be based on ST as well.*

Height

Average height is based on your ST score, as follows:

ST 7 ..... 5'6"	ST 11 ..... 5'10"	ST 15 ..... 6'2"
ST 8 ..... 5'7"	ST 12 ..... 5'11"	ST 16 or more .. 6'3"
ST 9 ..... 5'8"	ST 13 ..... 6 feet	
ST 10 ..... 5'9"	ST 14 ..... 6'1"	

Weight

Weight, in turn, is based on your height, as follows:

5'2" or less . 120 lbs.	5'8" ..... 145 lbs.	6 feet ..... 165 lbs.
5'3", 5'4" .. 130 lbs.	5'9" ..... 150 lbs.	6'1" ..... 170 lbs.
5'5", 5'6" . 135 lbs.	5'10" ..... 155 lbs.	6'2" ..... 180 lbs.
5'7" ..... 140 lbs.	5'11" ..... 160 lbs.	6'3" ..... 190 lbs.

For each inch of height over 6'3", add 10 lbs. to average weight.

Modifications

If you don't want a character of exactly average height or weight, roll three dice and consult the following table. If you do this, determine modified (i.e., true) height before determining weight — then determine weight based on your true height, and use the modification table again to determine true weight. Even using this table, most people will have a fairly average build — but (for instance) you *could* come out very tall but skinny!

Die roll of 3: –6" or –40 lbs.	9: no modifications	14: +3" or +10 lbs.
4: –5" or –30 lbs.	10: no modifications	15: +4" or +20 lbs.
5: –4" or –20 lbs.	11: no modifications	16: +5" or +30 lbs.
6: –3" or –10 lbs.	12: +1" or +5 lbs.	17: +6" or +40 lbs.
7: –2" or –5 lbs.	13: +2" or +5 lbs.	18: +6" or +50 lbs.
8: –1" or –5 lbs.		

These height/weight tables assume that the character is a 20th-century male. For a female character, subtract 2" from average height. For a historically accurate pre-19th-century character, subtract 3" from average height. Weight is always determined *after* height.

Equipment

The next step in creating your character is to choose your equipment. Some scenarios (see p. 56) specify the equipment each character has. Others provide a budget to let you buy gear. Still others let you carry anything you like; it is assumed you have all the money you need.

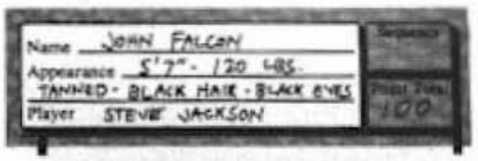
The *weapons* you will carry are largely determined by your weapon skills — and, to a lesser extent, by your strength and your budget.

The *shield* you pick is limited only by the weight you're willing to lug around. If you carry too much weight relative to your strength, your ability to run and dodge will drop sharply.

The *armor* you choose will be limited by the weight you are willing to carry and — probably more important — by your wealth. Armor is important for everyone, but it is *most* important for people with a low HT and no Toughness. If everything else is equal, the fighter with better armor *will* win the battle.

Choosing Your Weapons

You should pick weapons for which you have the appropriate skill — or go back and change your skills. Each weapon skill covers all weapons of one general type. Normally, you will want the heaviest weapon of that type that your strength and budget will allow — see the *Weapon Tables* (pull-out section). Heavy weapons do much more damage.



Skin, Hair, and Eyes

You may give your character any coloring you like, as long as it is appropriate to his or her background. If you prefer a random determination, use this table. Roll 3 dice three times — one roll for skin, one for hair, and one for eyes. Discard any inappropriate results. A light-haired Oriental, for instance, would be quite possible in San Francisco in 1930, but most unlikely in Peking in 1870. If you are playing in a future or fantasy game-world, you may wish to add some more exotic possibilities to the table.

Die Roll	*Skin Color*
3	Blue-black
4–6	Black
7	White w/freckles
8	White, tanned
9–10	White
11–12	Brown
13–15	Lt. golden (Oriental)
16	Golden
17–18	Red-bronze

Die Roll	*Hair Color*
3	Blue-black
4–5	Black
6	Blond
7	Bald (males only)
8	Red-brown
9	Light brown
10–11	Brown
12–13	Dark brown
14	Gray
15	Strawberry blond
16	Bright red/orange
17	Golden blond
18	Pure white

Die Roll	*Eye Color*
3	Purple
4	Black
5	Ice-blue
6	Gray
7–8	Blue
9–11	Brown
12	Hazel
13	Green
14	Dark blue
15–16	Dark green
17	Golden
18	Different colors! Roll again for each.

Weapon Damage

High-tech weapons (like guns) will perform effectively for anyone who knows how to use them. Low-tech weapons, like swords, do more damage when wielded by a strong person.

Basic Weapon Damage

"Basic damage" is the *impact* damage a weapon does, *before* its point or cutting edge is considered. The table below is used to figure how much damage each weapon does, based on the *attack type* and the *strength of the user*. Some weapons do more or less damage, so check the *Weapon Table* to see if there is anything unusual about your particular weapon.

Damage is shown as "dice plus adds." For example, a "2" means you roll 2 dice to calculate the damage done. "2+1" means that you roll two dice and *add 1* to the result. Thus, a roll of 7 would mean 8 hits of damage. "2-1" means that you roll two dice and *subtract 1* from the result — and so on.

If you hit with an *edged weapon*, you always get at least one hit of basic damage. Thus, if you strike with a dagger for "1-4" damage, and roll a 2, you do not do -2 hits, or even zero hits. Any time your damage works out to zero or a negative number, count it as 1 hit. (Remember, this is *before* the effects of armor. It is quite possible to do zero damage once armor is accounted for.)

However, if you hit the foe with a blunt weapon, or bite him, you *can* do zero damage. If your *fist* does "1-4" damage and you roll a 2, you did *no* damage.

There are two main types of weapon attack: *thrusting* and *swinging*. A swinging attack is better, because the weapon acts as a lever to multiply your ST. The following table shows how much basic damage each type of weapon does, according to the user's Strength.

The columns show the number of dice rolled to determine damage. For instance, "2+1" means "Roll 2 dice and add 1 to the total." Example: If your strength is 10, you will do 1-2 *basic* damage with any *thrusting* type attack, or 1 die of basic damage when you *swing* a weapon.

Basic Weapon Damage

Strength of attacker	*Thrusting attack (fist, spear, etc.)*	*Swinging attack (sword, club, etc.)*
4 or less	0	0
5	1-5	1-5
6	1-4	1-4
7	1-3	1-3
8	1-3	1-2
9	1-2	1-1
10	1-2	1
11	1-1	1+1
12	1-1	1+2
13	1	2-1
14	1	2
15	1+1	2+1
16	1+1	2+2
17	1+2	3-1
18	1+2	3
19	2-1	3+1
20	2-1	3+2

. . . and so on; the progression should be obvious.

Weapon Effects

Different weapons do different types and amounts of damage because they are used in different ways.

Each weapon is described by two terms: *damage type* (cutting, crushing, or impaling) and *damage amount* (defined by the way the weapon is used), which tells how hard it hits.

Thrusting Attacks

These blows strike with only the force of your muscle behind them. (Some weapons, like crossbows, add a "lever" effect, and they get damage bonuses.)

A *thrusting/crushing* weapon (fist, blunt arrow, end of a staff) is the least deadly type.

A *thrusting/impaling* weapon (spear, arrow, knife) is far deadlier. It always does at least one hit of basic damage (a fist, or a human bite, may do zero damage). And whatever damage the target's armor does not stop will be doubled!

Notice that, at the same strength, an arrow does the same impaling damage as a sword or spear. This is intentional! An arrow makes a smaller but deeper wound. Overall damage is roughly equivalent.

Swinging Attacks

Swung weapons, like polearms and swords, are *levers* to increase your force when you strike. Thus, your basic damage is greater when you swing a weapon than when you thrust with that same weapon. Of course, a *heavy* swung weapon does even more damage, and will get a damage bonus (see Weapon Tables).

A *swinging/crushing* weapon, like a club or maul, can do a great deal of basic damage if it is heavy. It can also knock your foe backwards (see p. 31) if you hit him hard enough. But it does no bonus damage.

A *swinging/cutting* weapon, like a sword, will get a 50% *damage bonus* if it gets through your foe's armor.

A *swinging/impaling* weapon, like a pick, halberd, or warhammer, can be the deadliest of all. It will have a high basic damage, which lets it get through armor — and the damage that penetrates armor is doubled, as for any impaling weapon. The drawback of such weapons is that they can get *stuck* when you hit your foe — see p. 22.

Alternative Attacks

Some types of weapon can be used in different ways. For instance, a sword can be swung for a cutting attack, *or* thrust for an impaling attack. This is shown on the Weapon Table. When you strike with such a weapon, specify how you are attacking.

Listing Basic Damage On Your Character Sheet

On the table above, find your Strength. Read across to the two types of basic damage that you do: thrusting and swinging. Copy these two numbers onto your Character Sheet. The "Basic Damage" box is just below the "ST/Fatigue" box, since basic damage is based on ST.

You will refer to this whenever you need to figure how much damage you do with a primitive weapon. The specific weapon you choose will affect this number (a greataxe does more damage than a shortsword) — see below.

Damage Types and Bonus Damage

Weapons do three basic *types* of damage: impaling, cutting, and crushing. Impaling weapons are those that strike with a sharp point. Cutting weapons strike with an edge. Crushing weapons strike with a blunt surface. So, for instance, a *fist* is a crushing weapon. A *spear* or *arrow* is an impaling weapon. A *sword* or *axe* is a cutting weapon. And so on.

Cutting and impaling weapons are more effective on flesh and blood than on armor. Therefore, they do *bonus damage* — but *only* if they penetrate the armor.

When you hit with a *cutting* weapon, all damage that gets through the armor is increased by 50% (round down). Suppose you attack with a sword, and do 8 points of damage, 5 of which get through the armor. Half of 5 is 2½. So the victim takes another 2 points of damage, for a total of 7.

When you hit with an *impaling* weapon, the damage that gets through the armor is *doubled.* Example: If you hit your foe with a spear, and 5 points of damage get through the armor, he would take 10 "hits" of injury!

Thus, impaling weapons are deadly against unarmored targets. For a heavily-armored target, a heavy, swung weapon (an axe or maul) may be best, because it can overcome the damage resistance of the armor and get through to the wearer!

Listing Weapons On Your Character Sheet

Carry as many weapons as you need — but not so many that you will be weighed down. Each weapon you choose should be listed in the "Weapons & Possessions" box to the lower right of your Character Sheet, as follows:

Cost and *Weight* are copied directly from the Weapon Table.

Damage is also copied from the Weapon Table. For instance, a hatchet does "cutting" damage. If a weapon does two types of damage, use two lines.

Total Damage is the damage *you* do with that weapon. Refer to the Basic Damage box you just filled in (below the ST/Fatigue space). Take *your* basic damage for that *type* of attack, and *add* the weapon damage shown on the table for that particular weapon. Example: If your ST is 10, your basic swinging damage is "1-2." And a hatchet does "swing+1." So *your* damage with a hatchet is your basic swinging damage, plus 1 . . . for a *total* of "1-1." Put this on your Character Sheet. When you hit with a hatchet, you will roll 1 die and subtract 1 from the result. *Exception:* Some thrusting weapons have a "MD" (for Maximum Damage) given under "Notes." No matter how strong *you* are, the *weapon* cannot do more basic damage than this. So use your own calculated damage *or* the weapon's MD, whichever is less.

Skill is your skill level with that weapon . . . the number you must roll under, in order to hit with it. If you have spent points to learn the weapon, get your skill from the "Skills" box to the lower left. If you have not studied the weapon, put down your "default" skill, based on your DX (see p. 9).

Listing Ranged Weapons On Your Character Sheet

If you chose a "ranged" weapon (anything that can be thrown or fired) you will need to fill in the "Weapon Ranges" box at the bottom right of the Character Sheet. List each ranged weapon. Then fill in the four "ranges" for that weapon, copying them from the *Ranged Weapons Table*. Note that for some weapons the ranges depend on your Strength score. For instance, if your ST is 12 and a range is given as ST×10, you would write 120 (yards).

Use of ranged weapons is explained in detail on p. 41.

Weapon Tables

A "Weapon Table" is a list of weapons, showing damage, weight, cost, and other information. The Weapon Tables are bound into the center of the book (remove them before playing).

Each scenario package or game-world released for ***Man to Man*** or ***GURPS*** will include the appropriate Weapon Tables, lists of armor, et cetera.

Weapon Quality

The prices on the *Weapon Table* assume weapons of "good" quality. Swords are very costly. This is because (at least in the real Middle Ages) it was no mean feat to temper a piece of steel to make it as thin, light, yet strong as a sword!

Swords of different quality are possible. In decreasing order of quality, they are:

Fine: A *fine* sword is less likely to break, but costs 4 times the listed price. A fine sword also does +1 damage, because it holds a better edge.

Good: As listed in the table. All weapons mentioned in this game are of "good" quality unless specified otherwise.

Cheap: A cheap sword is more likely to break on a parry or critical miss, but costs only 40% of the listed price.

Axes, polearms, and other *cutting and impaling* weapons of fine quality may also be found, but they are rare (because the armorer must, in effect, use sword steel). Therefore, they cost 10 times the listed price. They also do +1 damage.

A *crushing* weapon of fine quality is resistant to breakage, but does no extra damage. It costs 3 times the listed amount.

Where an ordinary weapon has a ⅙ chance of breaking when parrying a very heavy weapon (see p. 24), a fine weapon has only a 1/18 chance of breaking. A cheap weapon, on the other hand, has a ⅓ chance of breaking on such a parry!

Improvised Weapons

Occasionally you will want to hit someone with something besides a "real" weapon. In that case, the players (or the GM) should determine what weapon it is closest to, and treat it that way.

Most improvised weapons will be equivalent to clubs or quarterstaves. A length of chain would be a clumsy (but dangerous) morningstar. And so on.

If an improvised weapon is particularly clumsy (e.g., a crossbow being used as a club), subtract from the user's effective Club skill. If it would do less damage than a "real" weapon of the same type, subtract from its damage roll.

CHARACTER SHEET

ST 9		FATIGUE
DX 15		BASIC DAMAGE Thrust: 1-2 Swing: 1-1
IQ 10		
		HITS TAKEN

John Falcon's Weapons

Weapons are listed in the "Weapons and Possessions" box, as shown below.

Ranged weapons are listed in the "Weapon Ranges" box. Copy the information from the Weapon Table.

WEAPONS AND POSSESSIONS

Item	Damage Type	Amt.	Skill Level	$	Wt.
SHORTSWORD	CUT	1-1	16	400	2
	IMP	1-2	16		
LARGE KNIFE	CUT	1-3	15	90	1
	IMP	1-2	15		
CROSSBOW	IMP	1-2	17	150	6
Totals: $			Lbs.		

WEAPON RANGES

Weapon	PB	INC	½ DMG	MAX
CROSSBOW	5	19	180	225

John Falcon's Shield

This is a tough decision. The bigger the shield, the more the protection. With a small shield, John will be *very* close to light encumbrance — so close he could get to light encumbrance by dropping the crossbow if he had to. A medium shield would give more protection, but weigh more. A large shield would weigh a *lot* more and cut down his weapon skills.

For now, John carries a light shield; the increased Move and Dodge it allows him will (he hopes) compensate for the loss in passive defense. But in a large pitched battle, John might choose the *large* shield, thinking that extra passive defense would be more important than attack ability.

Choosing Your Shield

Shields are very valuable in low-tech environments, but almost worthless against most high-tech weapons.

A shield protects you both actively and passively. Used actively, it can be used to block blows (see *Blocking*, p. 24). If you have the Shield skill, you can make yourself very hard to hit!

However, a shield will block many blows automatically, with no particular effort on the part of the user. The bigger the shield, the better it is for this sort of blocking. This is the shield's *passive* defense.

A shield has *no* "damage resistance." It does *not* reduce the damage from any blow that actually hits you. It makes you *harder* to hit, by active and/or passive defense — but that's all!

If you carry a shield, you cannot use a two-handed weapon.

The Shield Skill

This is the ability to use a medieval-type buckler or shield. This skill is necessary to *block* with a shield, or to *attack* with it (see p. 46). However, the *passive defense* from a shield — 1 to 4 points — protects anybody who holds a shield, whether they know how to use it or not.

Types of Shield

Shields may be divided into five general types, as shown below:

Type	*Passive Defense*	*Cost*	*Weight*	*Hits*
Improvised	1 or 2	—	varies	varies
Buckler	1	$25	2 lbs.	5/20
Small	2	$40	8 lbs.	5/30
Medium	3	$60	15 lbs.	7/40
Large	4	$90	25 lbs.	9/60

Type: The kind of shield. "Improvised" represents anything you happen to grab to defend yourself in an emergency. The GM will rule on its effectiveness.

Passive Defense: This amount contributes to your defense roll — even if you have no idea how to use a shield.

Weight: Weight in pounds, for a wooden shield with metal banding.

Cost: Cost in dollars; figure the equivalent for the game-world where you buy the shield.

Hits: This column is used only for the optional *Shield Damage* rule (p. 46). It shows the amount of damage a shield can take before it is destroyed.

Listing Your Shield On Your Character Sheet

When you select a shield, mark it down on the last line in the "Weapons & Possessions" box. Copy its cost and weight from the table above. If you are using the optional rules for attacking with a shield (see p. 46) you can fill in the lines for damage and skill. Otherwise, they don't matter.

You should also fill in the "Shield" line of the "Passive Defense" box (center left). The bigger the shield, the more passive defense it provides.

Drawbacks of Shields

While you are using a shield, you may not use any two-handed weapons.

A large shield will interfere with your weapon use — and sometimes your *foes* will use it for shelter! Therefore, while you are using a large shield, subtract 2 from your effective weapon skill, and 1 from your Parry defense.

Any shield will interfere with your dexterity and weapon use if you enter close combat (p. 38). The bigger the shield, the more it gets in the way. Subtract the shield's passive defense from all attacks and DX rolls you make in close combat after your first full turn in close combat.

Choosing Your Clothing and Armor

These will be dealt with as one subject, because armor is only specialized clothing. And, in an emergency, your clothing is better than no armor at all!

Armor Types

For each type of clothing and armor, the following information is listed:

General Description: the item's name and how it is used.

Passive Defense: Armor that is smooth and hard (metal, plastic, or hardened leather, for example) is likely to "turn" a blow. It *may* even reflect an arrow, lightning bolt, or laser beam! This adds to your *passive* defense; your defense roll is better, because some blows will bounce off. Passive defense of armor ranges from 1 to 4.

Damage Resistance (DR): This is the amount of protection the item gives, in terms of hits taken off a blow which strikes the wearer. For instance, if you are hit in the chest while wearing a DR 6 breastplate, and the attacker rolls 8 points of damage, only 2 will affect you. Some types of armor have two different DRs, depending on the type of weapon that hits them. Some typical damage resistances are shown below.

Weight: This is given in pounds; it adds to your total encumbrance.

Cost: This is given in dollars. Like other costs, it assumes a typical sale, made by an ordinary merchant in an area where the goods are naturally found, when the goods are neither scarcer nor commoner than usual.

Suits of Armor

In the Basic Combat System, you just buy a full "suit" of one type of armor. (The Advanced Combat System lets you put your armor together from its component parts.) Common types of armor are:

Type	*Passive Defense*	*Damage Resistance*	*Cost*	*Weight*
Summer clothing	0	0	$20	2
Winter clothing	0	1	$60	5
Padded cloth armor	1	1	$180	14
Light leather armor	1	1	$210	10
Heavy leather armor	2	2	$350	20
Chainmail	3[1]	4[2]	$550	45
Scale mail	3	4	$750	50
Half plate[3]	4	5	$2000	70
Light plate[3]	4	6	$4000	90
Heavy plate[3]	4	7	$6000	110

[1] (1 vs. impaling)
[2] (2 vs. impaling)
[3] all combat skills at -1

Each suit of "real" armor includes a set of light, common clothing to wear underneath it; you do not have to buy clothing separately and add in the weight! A suit of chainmail includes heavy cloth padding under the chain.

To recap: Armor protects you in two ways. Its *passive defense* (1 to 4) adds to your defense roll when you wear it. Its damage resistance, or DR, protects you when you *do* get hit.

Armor is *vital* in combat situations. If you go where foes can hit you, and you do not have some sort of armor protection, you will soon be dead.

Yes, You Need Armor

Armor protects you in two ways. First, good armor makes you *harder to hit*, by causing blows to glance off. This is its *passive defense*.

Second, when you *are* hit, your armor will stop some of the blow. This *damage resistance* varies with the type of armor. Cloth armor has a damage resistance, or DR, of 1. It stops one hit. Plate armor made of steel has a DR of 7. Some exotic materials have a very high damage resistance indeed.

The types of clothing and armor available will differ in each game-world; therefore, each scenario or supplement will have a *Clothing and Armor* section. Gear from one country, time, or game-world *will* work in others. Exception: A GM may decree that highly magical items will not work in a technological world, or vice versa. And *availability* of otherworldly items will always be limited. A 20th-century flak jacket will not be obtainable in a medieval world, and a bronze breastplate will be very hard to find in modern-day America.

Contrary to popular opinion, good armor does *not* make you clumsier (i.e., decrease your DX) when you are familiar with it. It's quite possible to do acrobatics in plate armor! The real disadvantage of armor is that it's *heavy*. It slows your movement, and is terribly uncomfortable in hot weather.

Furthermore, a full-head helmet limits your vision somewhat, and makes hearing almost impossible. This problem *does* reduce your effective weapon skills by 1 when you wear a helmet. In the Basic Combat System, when you buy a complete suit of armor, full-head helmets are considered part of "half plate" and plate armor.

Note also that you *must* remove gloves or gauntlets to do delicate work.

Layering Armor

Normally, you can only wear one suit of armor at a time! But there are two exceptions.

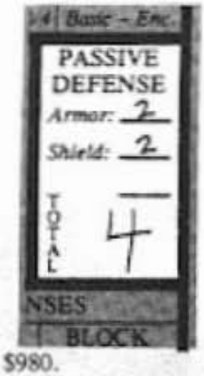
If you wear *chainmail*, you *should* wear cloth armor underneath. The cost of this padding is included in the basic price of a full "suit" of chainmail. If you wear chainmail without the cloth padding, it has passive defense 3, and DR 3 (but passive defense 0 and DR 1 against an impaling weapon).

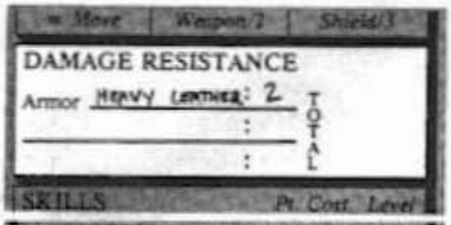
If you wear *plate* or *half-plate*, you can wear cloth armor or light leather underneath. This adds weight, and does *not* add passive defense — but it does give you one more point of damage resistance.

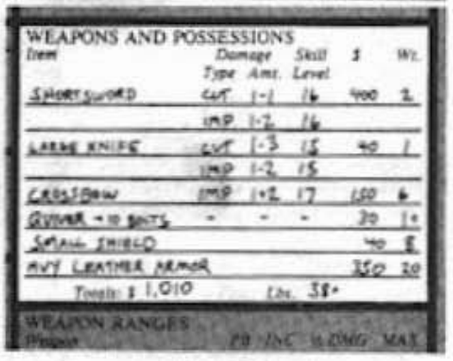
John Falcon's Armor

John selects heavy leather armor: passive defense 2, damage resistance 2, $350, 20 lbs.

John's gear totals 37 lbs., with a value of $980.







Clothing and Armor Sizes

As a rule, clothing and armor will not fit anyone grossly different in size from the original wearer. For playability's sake, assume that if you can wear something at all, it will give you full protection. Most clothes and gear can be made to fit anyone within 30 lbs. and 4" of the original wearer's size.

Shoes will fit anyone within 20 lbs. and 2" of the original wearer's size — though some quick knife-work will make a small shoe (temporarily) fit someone larger.

Rigid armor (plate) is custom-made to fit the original wearer; this is one reason it is so costly! It can be worn by anyone within 1" of the original wearer's height and 10 lbs. of his weight, though all skill rolls will be at a -1 in borrowed or stolen armor. In a campaign game, if you acquire plate armor that is a close enough fit for you to wear, an armorer can alter it to fit perfectly; it will cost $500 and take a week.

Chainmail is *easy* to alter — an armorer can do it in a day, for $50 if the armor is too large, or $100 if it is too small and needs more links.

Hats and helmets will fit anyone smaller than the original wearer, but they will be ludicrous or impossible for someone bigger.

All this will matter a great deal when you try to steal guards' uniforms to penetrate a fortress, or strip the high-quality armor from a defeated foe, or just clothe the naked prisoner you've rescued!

Listing Armor On Your Character Sheet

Your final choice of armor will probably be governed by the scenario and your budget. While it is true that heavy armor slows you down and causes fatigue, the extra protection is usually worth the inconvenience. In a continuing campaign, you will want to wear different types of armor at different times.

Record your armor type, cost, and weight on the "Armor" line in the "Weapons & Possessions" box.

Record your armor's passive defense in the "Passive Defense" box. Record its Damage Resistance in the "Damage Resistance" box (bottom left). All this information can be read directly off the table on p. 15.

Encumbrance and Movement

Speed

Your basic Speed score has already been figured. The distance you can actually move in a turn is determined by Speed, *modified* by Encumbrance, as described below. Your modified Speed is your "Move" score. Speed remains constant unless you suffer some *permanent* change to HT or DX, but your Move will change if your Encumbrance changes, or if you are badly hurt (see p. 53).

Total Weight

Go back to the "Weapons and Possessions" box and add the weights, to figure the total weight you are carrying.

Encumbrance

Encumbrance is the amount of weight you are carrying, *relative to your strength.* Encumbrance reduces your *effective* speed. In a large-scale roleplaying adventure, encumbrance also affects the speed at which a party can walk in a day's time.

A strong person can carry more weight than a weak one. Therefore, the ratio of weight to strength determines encumbrance, as follows:

Weight up to *twice* ST: no encumbrance. You have no penalty.

Weight up to *four* times ST: light encumbrance. Movement penalty of 1.

Weight up to *six* times ST: medium encumbrance. Movement penalty of 2.

Weight up to *12* times ST: heavy encumbrance. Movement penalty of 3.

Weight up to *20* times ST: extra-heavy encumbrance. Movement penalty of 4. You cannot carry a weight of more than 20 times your ST for *any* distance.

ST	*Encumbrance*				
	None (0)	*Light (1)*	*Medium (2)*	*Heavy (3)*	*Extra-heavy (4)*
7	14 lbs.	28 lbs.	42 lbs.	84 lbs.	140 lbs.
8	16 lbs.	32 lbs.	48 lbs.	96 lbs.	160 lbs.
9	18 lbs.	36 lbs.	54 lbs.	108 lbs.	180 lbs.
10	20 lbs.	40 lbs.	60 lbs.	120 lbs.	200 lbs.
11	22 lbs.	44 lbs.	66 lbs.	132 lbs.	220 lbs.
12	24 lbs.	48 lbs.	72 lbs.	144 lbs.	240 lbs.
13	26 lbs.	52 lbs.	78 lbs.	156 lbs.	260 lbs.
14	28 lbs.	56 lbs.	84 lbs.	168 lbs.	280 lbs.
15	30 lbs.	60 lbs.	90 lbs.	180 lbs.	300 lbs.
16	32 lbs.	64 lbs.	96 lbs.	192 lbs.	320 lbs.
17	34 lbs.	68 lbs.	102 lbs.	204 lbs.	340 lbs.
18	36 lbs.	72 lbs.	108 lbs.	216 lbs.	360 lbs.
19	38 lbs.	76 lbs.	114 lbs.	228 lbs.	380 lbs.
20	40 lbs.	80 lbs.	120 lbs.	240 lbs.	400 lbs.

Recording Encumbrance On Your Character Sheet

Copy the encumbrance levels for your Strength into the blanks in the "Encumbrance" box (left center). For instance, if your ST is 15, you would list "30" in the "no encumbrance" space. That means that, at or below 30 lbs., you are effectively not encumbered at all.

Whenever it becomes necessary to check encumbrance, you can refer to this box and find out just how much you can carry.

Your Move Score

Your "Move" is the distance you can actually run in one second. To find your Move, add up the total weight in your "Weapons & Possessions" box. Compare this with the encumbrance levels on your record sheet. This will tell you what your actual encumbrance is.

Now subtract your encumbrance *penalty* from your basic Speed, and *round down*. The result is your Move score. If you have no encumbrance, your Move is the same as your basic Speed (rounded down). If you have light encumbrance, your Move is 1 less than your basic Speed — and so on.

Your Move controls:

(1) how fast you can move. Move = yards per second.

(2) *when* you move, if you use the "realistic" sequencing option (p. 21).

(3) your Dodge defense. This "active defense" is equal to your Move. The less weighted-down you are, the quicker you can dodge!

List your Move on your Character Sheet, beside your basic Speed. If your encumbrance level changes, you should change your Move to match. This can happen if you pick up a heavy object — or if you drop your shield to run away! The levels shown in the "Encumbrance" box will make it easy to tell when you cross over to a slower or faster Move.

Your Move can never be reduced to *zero* unless you are unconscious, unable to use your legs, or lifting over 20 times your ST — see *Lifting and Moving Things*, p. 49.

Figuring Your Defenses

You can now figure your various defenses and list them on your Character Sheet. All these defenses will be explained in detail later on.

Passive Defenses

In the "Passive Defenses" box, total the passive defenses for your armor and shield. The blank line would be used if you have (for instance) magical protection. Fill in the total passive defense at the bottom of the box.

Active Defenses

Three different "Active Defenses" are to be listed in the box on the lower left. Each is calculated from a score you have already listed on your sheet.

Dodge is the same as your *Move* score.

Parry is equal to half your main weapon skill, rounded down. You can only parry with a hand weapon — not a bow, gun, etc. You *can* parry with Judo or Karate. If you will be using more than one weapon regularly, list your Parry for each.

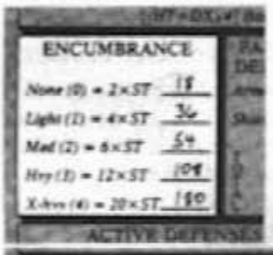
Block is equal to ⅓ your Shield skill, rounded down. (Therefore, a Shield skill of 12, 15, or 18 is a good idea.)

Damage Resistance

In the "Damage Resistance" box (lower left), total the Damage Resistance you have from armor, Toughness (if you have it) and any other protection (such as magic). Fill in your total Damage Resistance. This is the amount that will be subtracted from any blow you take, before injury is calculated.

John Falcon's Encumbrance

John Falcon is carrying just over 38 lbs. — which is "medium" encumbrance for him. If he drops a couple of pounds, he will have only "light" encumbrance, which will let him move faster and dodge better. So when he goes into battle, he may drop that heavy crossbow as soon as he's through firing it!

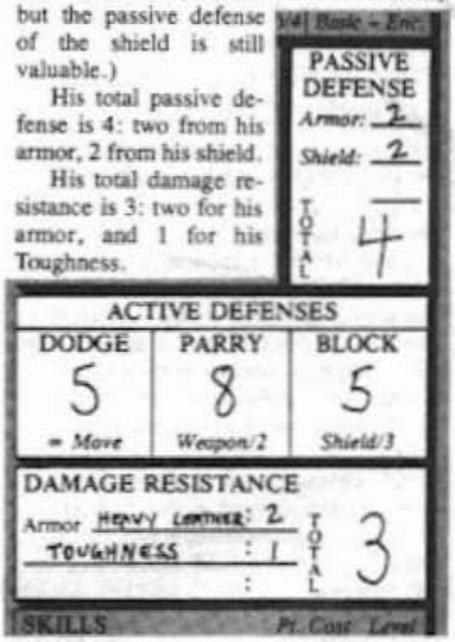


John Falcon's Defenses

John's defense scores are easy to fill in. His Dodge is equal to his Move: 5. His Parry is equal to half his weapon skill: half of 16 is 8. His Block is equal to ⅓ his Shield skill: ⅓ of 15 is 5. (This is his weakest defense, and he won't use it often, but the passive defense of the shield is still valuable.)

His total passive defense is 4: two from his armor, 2 from his shield.

His total damage resistance is 3: two for his armor, and 1 for his Toughness.



Empty Boxes

There are three boxes on your record sheet that will not be filled in until the battle actually starts.

The first is "Sequence" (top right). This is only used if you are using "realistic" sequencing, rather than just going around the table! The box shows whether your character moves first, second, etc.; this is determined by comparing his Move score with those of the other fighters. See p. 21.

The second is "Fatigue," beside the ST box. This is filled in with tally marks to keep track of fatigue. See p. 55.

The third is "Hits Taken," beside the HT box. This is filled in with tally marks to keep track of injury. See p. 53.

Random Character Generation

You can create a character just by rolling the dice. Do this when you need some enemies in a hurry, or when you want to play a quick battle without taking time to create detailed characters. But you should learn the regular character-design system first, before you take short cuts.

Basic Attributes

Roll three dice for each of the four basic attributes — ST, DX, IQ, and HT. If any roll is below 7, count it as 7.

Physical Appearance

This should not be important for a quick "cannon-fodder" character. If necessary, determine appearance as described on pp. 10-11.

Weapon Skills

Pick two weapons — or one weapon and the Shield skill. Roll one die for each and add this number to DX. That is the skill level.

Advantages

Randomly rolled characters will have no special skills or advantages.

Choosing Gear and Figuring Encumbrance

Do this normally. As a rule, instant characters will carry only the weapons they know how to use — plus a knife — and wear the armor most common in your scenario. Don't worry about costs, but write down weights and figure encumbrance.

Point Value of Random Characters

Characters created in this fashion will have an *average* point value of 50 to 60 (or more if you chose hard skills). But they will vary widely.

It can also be interesting to *start* a character randomly, by rolling the dice to determine your basic attributes. Then take (for instance) 20 character points to "finish" the character, by choosing skills or advantages.

Random creation can be a lot of fun, especially if you like to "take what the dice give you" and then play that character faithfully. It is likely to give you some scores far different from those you would choose on your own!

The Character Sketch

The last part of your Character Sheet is the sketch showing your character. Add detail to the outline supplied on the sheet. If you are an artist, you can do an elaborate job. If not, you should still sketch in the weapon and shield, just to help you visualize the fight and (if you are using miniatures) to remember which one is yours.

A number of different outlines are provided in this book. When you photocopy the blank record sheets, you may want to copy these outlines and paste them over the ones on the "master sheets," in order to get a variety of blank sheets. You can also copy and cut out the drawings of different shields, weapons, etc., and use them to modify the character outlines.

If you are using the "hit location" rules and buying your armor one piece at a time (see p. 37 and the *Armor Table*), you may want to record the appropriate passive defense and damage resistance beside each part of your character's body on the sketch.

If you *really* don't want a picture of your character, just leave this space blank on your copies, and use it for whatever notes you think are most important.

Other Notes

On the *back* of your Character Sheet, you can record other things about your character — including accumulated experience points, money "in the bank," extra possessions, history, non-combat skills, and the like. This will be especially important in a continuing campaign.

As a rule, you should use the front of the sheet for any notes you are likely to need during combat. Use the back for notes that you will need before or after the game, for roleplaying, etc.

Checking Point Totals

When you are finished, add up the "Point Cost" columns for attributes, skills, and advantages. Make sure they do not exceed the original point total allowed for your character. If you have points left over, you can go back and use them — or save them to use after you earn *more* points through experience.

That's all there is to character creation. Get out there and fight!

Improving Characters Through Experience

Each time your characters survive a battle, they will gain experience. This is measured in extra *character points*.

As a rule, each battle is worth one point if you win and remain conscious, ½ point otherwise. If you die, you get no experience. A battle against great odds would be worth more; a skirmish with inferior foes would be worth less. Each scenario or campaign background will have its own experience rules.

This experience system is intended *only* for characters who do nothing but fight — gladiators in the arena, mercenaries on the road, et cetera. If you are playing in a campaign where you can go on adventures, solve problems, and make plans, then *that* should be the way to earn character points. As a rule, no character should earn more than 4 to 6 points per play session.

Spending Your Character Points

The points you earn can be used to improve your character, as follows:

Basic attributes. Each improvement costs *double* its original cost. For example, it costs 10 points to go from a score of 12 to a score of 13 when a character is *first* created. So it would cost twice as much (20 points) to take an existing character from a 12 to a 13.

Skills. Skills can be learned *or improved* at their normal cost. For instance, if you have an average skill at DX+3 level, this originally cost you 16 points. The cost for the next level (DX+4) would have been 24 points. The *difference* between the costs of the levels is 8 points. So you can go to the next level by spending 8 points. There is no limit to the improvement possible through experience. Optional rule: GMs who want to be more "realistic" may require that a skill be *used* before it can be improved. Fiendish Friedrick could not use his axe in the arena for a month, earn character points, and then use those points to learn Crossbow skill!

Advantages. Advantages cannot be bought after a character is created. You have to start with them. The exception is Combat Reflexes, which can be bought at the normal cost of 15 points.

These rules are designed to reflect real life. In reality, skills are the only thing most people improve with experience. It is possible to improve your basic "self" — you can exercise and get stronger, for instance. But it's not easy. And most advantages are inborn; you either have them or you don't.

Nonhuman Characters

Your fighters don't have to be human. "Fantasy" nonhuman races have their own strengths, weaknesses, and characteristics which can make them interesting to play.

The following rules represent the designer's perception of several "classic" fantasy races, plus a couple of less common ones. They are *not* "balanced" against humans; a Dwarf or a Reptile Man is simply a better fighter than an average human being, and that's that! Therefore, there is a point cost for the "advantage" of being a member of one of these races.

The commonest variation between humans and other races is in the basic attributes. Nonhumans are created using the same attribute table that humans are — but they get *bonuses* or *penalties* in one or more attributes. These bonuses or penalties affect the final attribute score, not the point cost (just because this is the easy way to calculate it). For instance, a Dwarf gets a +2 bonus on ST. That means that if he pays 0 points for ST, he gets a 10 (off the table) plus 2 (his bonus), for a total ST of 12. If he pays 10 points for ST, he gets an 11 (off the table) plus the bonus of 2, for a total of 13, and so on.

No fighter, even a nonhuman, can take a score of less than 7. Therefore (for instance) if you are an orc, with a -2 to IQ, your initial IQ score must be at least 9 — because anything lower would be reduced below 7 when the penalty is figured in.

In the classic stories of high fantasy, nonhuman races are usually much less common than humans — generally due to a low birthrate — and their homelands are far from human places. GMs may want to take this into account when deciding how many nonhumans to allow into a continuing campaign.

Elves

Slender, long-lived, tree-dwelling humanoids. Very prone to magic (which is not represented in this game). Elves get a +1 to IQ, a +1 to DX, and a -1 to ST. An elf weighs 15 lbs. less than human average.

Elves are very alert; they get the Combat Reflexes advantage at no cost.

Pay 30 character points to be an Elf. The cost would be higher in a roleplaying game which allowed Elves to use their special, non-combat talents!

Dwarves

Short, stocky, gruff miners and cave-dwellers. Their preferred weapon is the hammer or pick, both because of natural affinity and because their great strength lets them use massive weapons efficiently. Dwarves get a +2 to ST, and can carry up to 30 × ST as extra-heavy encumbrance. However, Dwarves do not do well with missile weapons: a dwarf has a -2 with any such weapon.

A Dwarf is 1½ feet shorter than the human average for his ST, but weighs (on the average) 100 lbs. *more* than a human of his height. And none of it is fat.

Example of Nonhuman Character Creation

Let's go back to John Falcon. As a medieval human fighter, John had ST 9, DX 15, IQ 10, and HT 13. His speed is 7, and he has one point of Toughness, plus assorted weapon skills. He's a 100-point character.

What if we had created him as a Dwarf? For the same 100 points, based on the exact same expenditure for each attribute, John now has ST 11, DX 15, IQ 10, and HT 13. His Speed is only 6, and he has *two* points of Toughness. As a human, he had a Crossbow skill of 17; this is reduced to 15 as a Dwarf.

As an Elf, for the same expenditures, John would have ST 8, DX 16, IQ 11, and HT 13. Because of the increased DX, his speed is now 7.5. He has one point of Toughness, and Combat Reflexes.

Of course, both these examples ignore the extra point cost to be an Elf or Dwarf. You would either have to find some way to save 30 points, or just make John the Elf and John the Dwarf super-powerful NPCs.

Cannon Fodder

Some nonhuman races are *less* powerful than men. Few players will want (for instance) a kobold character, but they make great "extras" in a mob scene, cannon-fodder for the guardsmen, or whatever . . .

If a player *wants* to play a member of one of these races, it's legal to do so; there is no point cost or bonus.

Orcs

Orcs are the commonest "cannon fodder" of fantasy worlds; they are generally considered stupid, dirty, and aggressive. All these things are, in fact, true. An orc gets -2 on IQ and +1 on HT. As a rule, orcs should not be built on more than 40 points — more competent individuals are *very* rare. Orcs *can* breed with humans, if the humans aren't choosy. The result is a "half-orc," with -1 on IQ and +1 on HT.

Kobolds

Kobolds are small, blue-colored, and belligerent. A single kobold is no great menace, but you never see *one* kobold. Kobolds get -2 on IQ, −2 on ST, and +1 on DX. Kobolds should not be built with more than 40 points.

Hobgoblins

Large, brutish, savage ancestors of goblins. They live in small bands in the forest, fleeing from powerful opponents and attacking the weak. -2 on IQ, +1 on DX, +1 on ST, green-skinned, but otherwise like humans.

Undead

Various sorts of undead monsters appear in most fantasy campaigns. There are several types, including:

Skeletons. -2 on IQ, due to having died; otherwise, normal human scores. An impaling attack does -2 damage, and *no* bonus damage, to a skeleton. But a *crushing* blow that gets through the armor does *double* damage to those dry bones. Skeletons cannot be stunned.

Zombies. These are magically animated corpses. +5 HT, +1 ST, -2 IQ. Like skeletons, they cannot be stunned.

Mummies. Like zombies, but with normal human IQ. They tend to go up in flames if ignited — but some have magic making them fireproof!

Ghouls. Not really undead, but often found in their company. +2 ST, -2 IQ. They rarely fight with anything better than clubs made of bone.

Dwarves have a natural Toughness of 1. They can purchase up to 2 more points of Toughness at the normal cost.

A Dwarf is *not* a good runner. Reduce his basic Speed score by 1.

Pay 30 character points to be a Dwarf.

Gnomes

Gnomes are distant relatives of dwarves. A Gnome has human scores and a natural Toughness of 1; like a Dwarf, he can carry up to 30 × ST as extra-heavy encumbrance. Also like a Dwarf, he has short legs; a Gnome's basic Speed should be reduced by 1.

A Gnome is 1½ feet shorter than the human average for his ST, but weighs 50 lbs. more than a human of his height.

Pay 10 character points to be a Gnome.

Halflings

Small, peaceful burrow-dwellers, halflings make good warriors when pushed to it. A halfling gets a +1 on HT (they are tremendously hardy), +1 on DX, but a -3 to ST. A halfling is 1½ feet shorter than a human of his ST.

Halflings are naturally talented with thrown and missile weapons. The *Throwing*, *Bow*, and *Sling* talents are considered "easy" for a halfling.

There is no extra point cost to be a Halfling.

Reptile Men

These creatures look like huge two-legged lizards. They are not common, but they are deadly fighters. A reptile man gets a +4 on ST, a +2 on HT, and a -1 on IQ. His clawed hands are like daggers in close combat, and the claws on his *feet* make his kick an *impaling* attack. He can also *bite* in close combat, doing thrust/cutting damage. Finally, a reptile man's scales give him a natural DR of 1 (he can still buy Toughness at the normal cost), and his wide-set eyes give him natural Peripheral Vision. A Reptile Man weighs 30 lbs. more than a human of the same height. The only disadvantage Reptile Men have in combat is that their large clawed hands give them a -4 to handle any gun or crossbow not specifically built for their use.

Pay 100 character points to be a Reptile Man.

Goblins

Goblins are small, green-skinned, and combative. A goblin gets -2 on ST, +1 on DX, and +1 on IQ. They are fond of magic. Goblins are both small and slender: height normal for their ST, but weight 10 lbs. less.

There is no extra point cost to be a Goblin.

BASIC COMBAT

3

Man to Man is designed to be a realistic simulation of all kinds of combat action. This can make it hard to learn all at once! Therefore, combat is presented in two sections: Basic and Advanced.

The Basic Combat System lets fighters choose weapons, shields, and armor, and use them according to their strength and skill. It is *not* a "tactical" system; no game map is used. The GM regulates movement, using a few simple guidelines and his own common sense. Anyone can attack anyone else, unless the GM rules otherwise.

All players should learn these basic rules first. If you want more tactical detail and realism, you can add some (or all) of the advanced rules. If you want a quick, simple combat system for roleplaying adventures, you may want to stay with the Basic Combat System.

Combat Turn Sequence

Characters act one at a time, until they have all taken a turn; then they start over. The *sequence* in which they act can be determined in either of two ways (see sidebar). Your turn *starts* when you choose a maneuver, and *ends* when you choose your *next* maneuver — that is, after all other characters have acted once. Each turn represents *one second* of real time.

Maneuvers

Start each turn by choosing any *one* of the following maneuvers. The maneuver you choose will also affect your *defenses* if you are attacked before your next turn. You do not select a defense until you are actually attacked — but the maneuver you choose will govern the defenses you can use. Defenses are explained on p. 23, below.

Move

Move, and do *nothing* else (except for the "free" actions listed below). You may use any legal active defense.

Movement and special actions are wholly abstract; no gameboard is required. If a decision about movement becomes important ("How long will it take me to run across the room and grab the jewel?"), the GM provides it. A character's Move is equal to the number of yards he can run per second — a Move of 5 lets you run 5 yards per second, and so on. If you prefer more detailed and accurate movement rules, use the Advanced System.

Change Position

Go from standing to prone, kneeling to standing, or any other position change. (It takes *two* turns to go from prone to standing: first you kneel, then you stand.) You can use any defense on the turn you change position.

Ready

Ready any weapon or other item (see sidebar, p. 29). Any weapon is "unready" if it is in its scabbard or holster. An axe, mace, or other heavy weapon also becomes "unready" as soon as you swing it; it must be readied again before you can use it! Some weapons must be "readied" for more than one second after each use.

You can parry with a weapon, or block with a shield, as soon as you have readied it — that is, on the same turn! You can also use any other legal active defense on the turn when you ready an item. Exception: If you are "readying" a missile weapon by reloading it, your only defense is to Dodge — and if you Dodge, you lose the benefit of that turn of reloading.

Turn Sequence

There are two ways to determine who goes first: the easy way, and the realistic way.

The Easy Way

Each player rolls a die. The winner goes first. After that, players take their turns in order, moving clockwise around the table. If a player controls several characters, they may act in any order — and it does not always have to be the *same* order.

This system has the advantage of simplicity. However, there is a slight advantage in going first every turn. Realistically, this advantage would go to the fastest characters. If you would prefer to play this way, use . . .

The Realistic Way

Before combat begins, compare the *Move* scores of all characters. The highest Move goes first; put a "1" in the "Sequence" box at the top right of his character sheet, as a reminder. (Use pencil!) The second-highest Move score goes next, and gets a "2". And so on. In case of ties, the highest *basic Speed* goes first; here is where a 5.5 is better than a 5.25, for instance. (If anyone is *still* tied, roll dice to see who goes first.)

Which Is Better?

Over a few turns of combat, the advantages and disadvantages of sequencing tend to average out. Use the method you are most comfortable with. If there are more than a dozen fighters in the game, though, the easy way is *much* faster.

"My Weapon's Stuck!" — The Problem with Picks

Weapons that are swung for *impaling* damage — picks and the like — do a *great deal* of damage. The drawback is this: they may get stuck in your foe!

Any time you hit with such a weapon and your blow penetrates the foe's armor, it may stick. On your next turn, when you try to ready it, roll against your ST. A successful roll means your weapon is not stuck. A failed roll means it *is* stuck. You cannot use it or ready it. You may roll again at the beginning of each turn to try to unstick it, but you can do nothing until you succeed. A critical miss on this roll (a 17 or 18) means the weapon is permanently stuck, and you might as well drop it; you can recover it after combat, if you survive.

Weapons with this drawback include picks, warhammers, and (when *swung to impale*) halberds.

Flails

A weapon with a length of chain between the handle and the head is a *flail*. The one-handed flail is a "morningstar." The Flail skill is a hard one, because these weapons are clumsy and hard to use.

Because of the chain, a flail can wrap itself around a foe's shield or weapon when he tries to defend against it. Therefore, any block against a flail weapon is at a -2. Any parry against a flail weapon is at -4. And fencing weapons and knives, with their light blades, cannot parry a flail at all!

Reloading Time

Use the "Ready" option to reload a missile weapon. This will require several turns. With a sling, for instance, you need one second to "ready" the rock, and one second to put the rock in the sling. If you don't aim, you can fire on the third second. Crossbows take much longer. First you must *cock* the bow — this take 2 seconds for a bow of your ST, or more for a heavier bow. Then you must ready the arror (1 turn) and load the bow (1 turn).

Reloading time for missile weapons is shown below.

Sling: 2 seconds to reload — can be fired every 3 seconds

Bow: 2 seconds to reload — weapon can be fired every 3 seconds

Crossbow (your ST or less): 4 sec. to cock and reload — can be fired every 5 sec.

Crossbow (ST up to 2 greater than yours): 8 sec. to cock and reload — can be fired every 9 sec.

Note that the Fast-Draw skill (p. 41) can speed reloading for an archer.

Aim

Aim a ready *ranged* weapon at a specific target. You must name your target. Your attack is at -4 if you use a ranged weapon without aiming. If you aim for one turn, your attack is at your normal skill level. You may aim for up to 3 more turns, getting a further +1 bonus for each turn you aim.

You can use any defense while you are aiming . . . but to do so will spoil your aim and you lose all the accumulated benefits.

Attack

Attack any foe with your ready weapon. The GM always has the option of ruling (for any reason having to do with the situation) that some characters may not attack certain enemies. For instance, ten characters could not hit the same human-sized foe at once. (Even three or four attackers at once would be unlikely unless their victim had no allies!) Note also that if the battle is in close quarters, bows and similar missile weapons should only be allowed one shot each — then the fight will go to hand weapons.

You may parry (with a ready weapon), block (with a ready shield) or dodge on the same turn you attack.

All-Out Attack

Attack any foe with a ready *hand* weapon. You have three choices:

(a) Make two attacks against the same foe, *if* you have two ready weapons, or one weapon that does not have to be readied after use;

(b) Make one *feint* (see below), and then one attack;

(c) Make a single attack, at a +4 bonus to your skill!

However, if you choose this maneuver, you may make *no active defenses at all* until your next turn.

Feint

"Fake" an attack with a hand weapon. You cannot feint at someone unless you *could* have hit him with an attack or all-out attack.

When you feint, roll a "quick" Contest of Skills: your weapon skill against your foe's weapon skill. (If he has no hand weapon, or if his DX is better than his hand weapon skill, he rolls against his DX instead.) See p. 6 for Contest of Skills procedure. A feint does *not* make any weapon unready.

If you fail your roll, your feint is unsuccessful. Likewise, if you succeed, but your foe succeeds by *more* than you do, your feint fails.

If you *make* your roll, and your foe *fails*, the amount by which you made your roll is *subtracted* from the foe's active defense if you attack him on your very next turn. For instance, if your skill is 15 and you roll a 12, your feint is a success and your foe defends against you at -3 next turn. (Your allies cannot take advantage of *your* feint; the defense penalty applies only to *your* attack.)

If you and your foe *both* succeed, but you succeed by more, the *difference* between the amounts is subtracted from the foe's defense. Example: Your skill is 15, and you roll a 10. You succeeded by 5. Your foe's skill is 14, and he rolled a 12. He succeeded by 2. The difference is 3, so he will defend at -3 next turn.

This maneuver can be a lifesaver — or a total waste of time. Use it wisely.

Wait

Do nothing *unless* a foe comes within your striking range before your next turn. If that happens, you may attack (a regular attack, not all-out). Because movement is entirely abstract in the Basic System, you will rarely need this maneuver. You may use any defense on a turn you Wait.

All-Out Defense

Defend yourself; do nothing else this turn. If you fail your defense roll against any attack, you may try *another* (different) defense — in other words, you get two defense rolls, using two different active defenses. You are limited to *two* blocks and *two* parries per turn when you choose All-Out Defense.

Concentrate

Cast a spell, or do anything else requiring mental concentration. You can use any defense while you are concentrating, *but* if the spell or action requires several seconds, any defense in the midst of concentration will divert your attention. Of course, being injured would also divert your attention! (In a regular combat game, this maneuver will not be needed. It is provided only for the sake of completeness, and for those who will use this game as a combat module for systems involving magic.)

Long Action

This is not exactly a maneuver; it is a "generic" choice that allows you to do one second's worth of *any* multi-second action. The GM decides how many turns each "long action" will take; see p. 31 for a table of some common actions. As a rule, no defense except dodging is possible during a long action, but the GM can vary this as he sees fit. Any sort of defense may also interfere with whatever you are trying to do.

Free Actions

These are things you can do during *any* maneuver. These include talking, dropping weapons or other objects, *maintaining* magical spells (if you are using magic), et cetera. See p. 32 for more detail.

Making an Attack

If you choose the *Attack*, *All-Out Attack*, or *Wait* maneuvers, you may try to hit a foe. In the Basic Combat System, you don't need to worry about the enemy's precise location. You may attack any foe, unless the GM rules that attack is impossible for some reason.

You cannot attack unless your weapon is *ready*. A sword or knife is ready every turn. An unbalanced weapon, like an axe, becomes unready when you swing it, so it can only be used every other turn. See p. 29.

Each attack is resolved by three die-rolls. First is your *attack roll*. If your roll is successful, your attack was a good one. Now your *foe* must make a *defense roll* to see if he can defend against your blow. If he makes this roll, he is not hit. If he misses his defense roll, your blow struck home and you *roll for damage*.

Rolling to Attack

Your "attack roll" is a regular success roll. Like all success rolls, it is made on three dice. Roll against your *skill* with the weapon you are using. Modify your skill *downward* for any adverse conditions (see sidebar).

In other words: Subtract the "hit penalties" for adverse conditions (if any) from your skill. Then roll three dice. If your roll is *less than or equal to* your "effective" skill, you have rolled well enough to hit the foe, and he must roll to defend. Otherwise, you missed!

No matter what your skill, a roll of 3 or 4 always hits, and is a "critical hit" — see sidebar. A roll of 17 or 18 always misses.

Defense

If you make your attack roll, you have not (yet) actually struck your foe. You have thrown a blow that is *good enough* to hit him — *unless* he defends.

Your foe's defense is equal to the total of his *passive* defenses (armor, shield, and/or magic) and his *active* defense (dodge, block, or parry). Passive defenses always protect, but active defenses must be specifically chosen from those that are "legal" at the moment. This depends on the maneuver he chose on his last turn — see above.

The defender rolls three dice. If his roll is *less than or equal to* his total defense, he blocked the blow (or dodged it, or whatever). Otherwise, his defense

Adverse Combat Conditions

A number of possible factors can make it harder to hit your foe. Each one has a "hit penalty" which is subtracted from your skill before you roll. Some common adverse conditions, and their hit penalties:

Bad light: -5, approximately (depending on the scenario)
Total darkness: -10
Bad footing: -2 (or more, at GM's option)
Attacker is standing in water (knee-deep or more): -4
Attacker is swimming: -6
Attacker is in a strange position: -2 or more (GM's decision — see p. 29)

GMs may add or change modifiers as they see fit!

Critical Hits

A "critical hit" is an especially good blow. It automatically hits home — your foe does *not* get a defense roll. On an attack roll of 3, you do not roll for damage — your blow automatically does the *most* damage it could do. For instance, maximum damage for a (1+2) blow would be 6+2, or 8 hits.

A roll of 4 is also a critical hit, but it does normal damage.

A roll of 5 or 6 *may* be a critical hit, depending on your skill. If your effective skill is 15, then a roll of 5 or less is a critical hit. If your effective skill is 16 or more, then a roll of 6 or less is a critical hit. This means that a bonus to hit (as, for instance, when you make an all-out attack or when your foe is on the ground) *will* increase your chance of getting a critical hit. However, a natural 3 is still the only roll that automatically does maximum damage.

Example of Combat

Louis LeBlanc is the attacker. His weapon is a machete, which is considered a shortsword. His Shortsword skill is 15, and there are no adverse conditions to subtract from his roll. Therefore, he needs a 15 or less to hit his foe. He rolls a 13, so he hits.

His opponent, Filthy Pierre, has a Move of 4 (giving him a Dodge of 4). He has a Shield skill of 14 (giving him a shield-block defense of 4) and a Shortsword skill of 13 (giving him a parrying defense of 6). His Parry is his best defense, so he will use it whenever he can.

Pierre's small shield is also good for a *passive* defense of 2 (see *Shields*, p. 14).

Pierre is wearing cloth armor, which gives a passive defense of 1 (see *Armor*, p. 15).

So Pierre's defenses are 6 + 2 + 1, or a total of 9. If Pierre can roll a 9 or less, he can defend against the accurate blow that Louis just threw. But 9 is not an easy roll on 3 dice. He rolls — and gets a 10. Too bad! He's hit.

Example continued on next page . . .

Example of Combat (continued)

Although the combat calculations may seem complex at first, they are *simple* in play! The attacker rolls against his skill, as shown on his record sheet. The defender adds up his defenses, as shown on *his* record sheet, and rolls against the total. That's it!

To continue the example: Louis is attacking Pierre. His blow was good, and Pierre failed to defend. So the blow got through.

Now Louis rolls for damage. Louis' player has already figured how much damage he does with a shortsword, and written it on his record sheet . . . his strength is 12, so he does "1+1" damage. He rolls one die and gets a 4. Adding one point yields a 5. So Pierre is hit for 5 points of basic damage.

However, Pierre is wearing cloth armor (Damage Resistance of 1). This gives him one point of protection. So only 4 points of damage get through the armor.

But a sword is a cutting weapon! The damage that got through the armor is *increased* by 50%, to 6! So Pierre takes 6 hits of damage. That blow could knock a lesser man down. Sad but true . . . one good sword blow can settle a fight.

Pierre's player subtracts 6 points from Pierre's HT. Luckily, this is not *more* than half of Pierre's original HT of 12. So Pierre is not stunned, and does not have to roll to see if he is knocked down. However, if he attacks on his next turn, he must subtract 6 from his skill! And the fight continues.

The Fencing Parry

Fencing is a unique fighting form. A fencer uses a light weapon and a very light shield (or none at all). The fencer's "ready" position keeps his weapon pointed toward the foe. Thus, he can parry more effectively than other fighters.

If you have the Fencing skill, and are appropriately equipped (a foil, rapier, or saber, no larger than a small shield, and no greater than "light" encumbrance), your parrying ability is ⅜ your Fencing skill (round down). Furthermore, you may parry *twice* per turn, rather than just once. (An all-out defense will let you parry *any number* of times!)

Many fencers carry a dagger as a secondary weapon. The dagger can also parry — but only at half the fencer's Knife skill.

The only disadvantage of the fencer's parry is this: your weapon *is* light. And any time a weapon is used to parry another weapon of 3 or more times its weight, there is a ⅓ chance that the light weapon will break!

was ineffective and your blow struck home. If your blow hits your foe, you can roll for damage.

A defense roll of 3 or 4 is *always* successful — even if your total defense was only 1 or 2! A roll of 17 or 18 is always a failed defense.

Your foe does not get to attempt a defense roll if you rolled a critical hit against him.

Active Defense

There are three *active defenses* that can protect you against an attack. Each of these defenses is calculated in advance. When you are attacked, you may choose one active defense as part of your total defense roll. (If you choose All-Out Defense, you may make *two* separate defense rolls, using different active defenses.)

The active defense you choose will depend on your situation — *especially* the maneuver you chose last turn. Some maneuvers limit the active defenses you can make. A stunned character's active defense is at -4.

Sometimes you will have *no* active defense. A stab in the back from a "friend," a sniper's shot, or a totally unexpected booby-trap would be attacks against which no active defense is possible.

Dodging

Your Dodge defense is the same as your Move score. Dodging is often the best defense when you are not skilled with your weapon and you have no shield.

You may dodge *any* attack, except one that you did not know about! There is no limit to the number of times you may dodge in one turn.

Blocking

You must have a *ready* shield, which you use to "block" the attack. Your Block defense is ⅕ your Shield skill, rounded down. In general, you can block any blade weapon, club, axe, spear, polearm, etc., whether swung or thrown. You may also block arrows, quarrels, slung stones, and similar low-tech missiles. You *cannot* block bullets or beam weapons . . . these come too fast to be stopped with a shield. (However, the shield's *passive* defense helps against *all* missile weapons — see below.)

You may only block one attack per turn, unless you chose the All-Out Defense maneuver. In that case, you may block two attacks per turn.

Parrying

Hand weapons (blades, clubs, axes, spears, polearms) can be used for defense as well as offense. When you parry with a weapon, *half* your skill with that weapon (round down) counts as active defense. Thus, if you have a Sword skill of 20, you would have a Parry defense of 10 when you use a sword.

You cannot parry unless your weapon is *ready.* Parrying with an unbalanced weapon will make it "unready." For instance, you can't parry with an axe on the same turn you attacked with it; you have to re-ready it first. See p. 29.

A weapon parry won't stop anything except hand weapon attacks. A further exception: a weapon has a ⅓ chance of breaking any time it parries anything of 3 or more times its own weight! (If it breaks, that parry counts, but the weapon cannot be used again.) In general, only rapiers and knives are likely to break this way.

You can also parry with a non-weapon of the proper size and shape, using the closest weapon skill. A pole or rifle could parry like a spear, a bow like a light club. However (for instance) parrying just once with a bow will ruin it *as a bow,* though it may survive for a few seconds longer as a club.

You may only parry one attack per turn, unless you have two weapons (in which case you may parry twice) or you chose the All-Out Defense maneuver. In that case, you may parry twice (with each weapon). Fencers also have an improved parrying ability — see sidebar.

Passive Defense

When you are attacked, you *may* also have a "passive" defense factor operating in your favor. This is the defense provided by your armor, shield, etc. Passive defense *always* protects you, even if you are unconscious or unaware of the attack. If you have *any* passive defense at all, a defense roll of 3 or 4 will succeed for you!

Armor: The passive defense from your armor depends on its type — see p. 15 — varying from 1 to 4.

Shield: The passive defense of your shield depends on its size: 1 for a buckler, up to 4 for a large shield. It does not protect against a "sneak attack" — i.e., one where the GM rules you are struck from behind. See Shields, p. 14.

Etc.: Magic spells and other things (whatever the GM dreams up!) may also add to your passive defense.

Damage and Injury

Rolling for Damage

If an enemy fails his defense roll, you have hit him, and you may make a "damage roll." This roll tells how much damage you did to your target. The number of dice you roll for damage is determined by your weapon (and, for low-tech weapons, by your own strength). It is shown in the "Weapons & Equipment" box of your character sheet, in the "Damage Amount" blank for the weapon you are using.

If the enemy is wearing armor, the armor's Damage Resistance is subtracted from the damage you roll. For more details, see *Armor,* p. 15. Magic spells and inborn "toughness" (see p. 8) may also provide Damage Resistance which works just like armor.

If you are lucky, you will roll enough damage to exceed your foe's protection, and injure him!

Injury

If the total damage you roll *exceeds* the Damage Resistance of the armor/skin/etc. protecting your foe, the excess hits are taken as damage. Example: Your "damage amount" with your sword is two dice. Two dice are rolled for damage, and an 8 is the result. The target has three points of Damage Resistance, so 5 points of damage got through. Add the 50% damage bonus for a cutting weapon (2 points, because you always round down). The total is 7. So the target took 7 hits of damage.

Effects of injuries are explained in the sidebar — and covered in greater detail in the section on *Injuries and Fatigue* (p. 53).

Ranged Weapons

Thrown Weapons

In the Basic Combat System, anyone can (usually) hit anyone else with a hand weapon. But there may still be times when you want to throw a weapon. If you want to do it, it's legal. Do *not* roll against your weapon skill when you throw a weapon; roll against a "throwing" skill instead. A snap shot (one made without aiming) is at a –4. See *Aim,* p. 22.

If a weapon can be thrown, throwing it is a *separate* skill. All weapon-throwing skills are "easy" to learn, defaulting to DX–4.

There is also the "generic" skill called *Throwing.* This is a "hard" skill. But if you have this skill, you can use it to throw *anything* — a knife, a baseball, a brick, a spear. (If you don't have this skill, you throw rocks, etc., at your basic DX.)

Your target can Dodge, Block, or Parry a thrown weapon.

If you hit, you do normal damage, and you can't get your weapon back until the foe is dead. If you miss, your weapon falls on the floor. In a big fight, the

Effects of Injury

In the Basic Combat System, *all* injuries are assumed to be to the torso. Subtract the hits you take from your HT score.

If you take a wound, your attack roll will be reduced (for the next turn only) by the number of hits you took. Thus, a scratch will have little effect . . . but if you take a major wound, you'd better go on the defensive for a moment. Wounds taken during the same turn are cumulative.

If you take a single wound that does damage of *more than half* of your *basic* HT score, you must roll against your basic HT. If you fail the roll, you are *knocked down!* You cannot attack until you stand up again. (If you want to stay down and play dead, that's legal. Good luck.)

Whether or not you fall down, you are *stunned.* All your defense rolls are at –4 until your next turn. At that time, you must roll against your basic HT. A successful roll means you recover, and can act normally that turn and thereafter. A failed roll means you are still stunned, and continue to stand there (or lie there) without making any maneuvers — and at a continuing –4 on each defense roll!

If you are reduced to 3 hit points (or less), your Move score and your Dodge are both cut in half (round down). Your wounds are slowing you!

If you take enough wounds to reduce your HT to *exactly* zero, you are hanging on to consciousness by sheer willpower. At the beginning of each turn that your HT is zero, make a roll against *basic* HT. A successful roll means you can take your turn normally — the last-gasp effort of the true warrior. A failed roll means you fall unconscious! Roll each turn, until you fall unconscious or take another wound.

As soon as your HT drops *below* zero, you fall unconscious. If your HT goes fully negative (for example, –10 if your basic HT is 10), you risk death.

For more about injuries — and how to recover from them! — see *Injuries,* p. 53.

Special Ranged Attacks

Advance Shots: If the battle is in an open area or large room, the missile-weapon users will get at least one free shot before the charging foe can reach them. The average armored foe will move about 3 yards per second. Unarmored attackers will move about 5 yards per second. (Remember: the Move score is equal to movement rate, in yards per second.)

Missing: In the Basic System, if you miss with a thrown or missile weapon, you won't accidentally hit someone else — you just missed. Rules for hitting the wrong person are added in the Advanced System.

GM probably shouldn't let you recover the weapon at all; in a small battle, he may roll one die to see how many turns it takes you to get your weapon back!

Missile Weapons

Missile weapons are treated like other weapons; make your attack roll, let your foe make his defense roll, and then roll for damage. In the Basic Combat System, assume all attacks are at a fairly close range unless the GM rules otherwise (see p. 42 for missile-weapon range rules). To hit with a missile weapon, roll against your weapon skill. Attack at –4 for a snap shot (no aim); see *Aim*, p. 22. The target of a missile weapon may Dodge, but may not Parry. Arrows and quarrels may be Blocked with a shield; higher-tech missiles cannot be Blocked.

Bows and slings do not fire every turn. A bow, for instance, normally takes 2 seconds to re-ready, so it can only fire every 3rd second.

Unarmed Combat

Sometimes you will have to fight without weapons, or with improvised weapons. This is *unarmed combat.* Anyone can engage in unarmed combat, but there are certain skills — Judo, Karate, and Brawling — that will make you a more effective unarmed fighter.

Improvised Weapons

If you have no weapons, you can sometimes improvise them. If you can pick up a rock, roll of coins, etc., you can use it in your fist. A small, heavy object will add +1 to the damage you do when you throw a punch. A larger object (such as a beer mug) will add +2. Anything larger must be treated as a weapon — usually a club.

Punching

A punch is an attack. Your "skill" for a punch is your basic DX. Damage is determined by your ST, on the "bare hands" column of the Basic Weapon Damage Table. It is the same as your *impaling* damage, but damage is not doubled when you injure the foe, since your fist is not a sharp object.

Brass knuckles will add +2 to your punching damage; improvised weapons (see above) will add +1 or +2. Plate-mail gauntlets add +2.

Kicking

A kick is treated exactly like a punch, except your skill is DX–2, and you do +2 damage — or +3 if you are wearing heavy boots, or something similar. If you kick at a foe and miss, you must make your DX roll to avoid falling down!

Parrying Bare-Handed

If you are fighting bare-handed, you may parry a *kick* or *punch* with your hands, using half your basic DX as your "parry" defense. You may also parry a weapon bare-handed. But your defense is at –3, and if you fail the parry, the weapon hits your arm. If the damage it does exceeds half your HT, that arm is automatically *crippled* (see p. 54).

The Judo and Karate skills let you parry bare-handed *without* any of the above penalties.

Unarmed Combat Skills

These three skills (see sidebar) let you fight more effectively with your bare hands. Brawling is easy to learn; Judo and Karate are hard.

★ ★ ★

This completes the Basic Combat System. Get out there and fight!

When you are comfortable with these rules, you can proceed to the next chapter if you want more realism and detail.

Unarmed Combat Skills

Brawling. Easy skill; cannot be used by default. This is the skill of unscientific close combat — roaring and punching! When you attack, add 1/10 of your Brawling skill level (round down) to the damage you do with bare hands or feet. When you defend, you may parry twice per turn (once with each hand), using 3/5 your Brawling skill as your Parry defense. You may only parry kicks and punches this way.

Judo. Hard skill; cannot be used by default. This is the skill of *bloodless* unarmed combat. You may not use judo if you have anything in or on your hands, or if your encumbrance is greater than Light.

Using judo, you may parry with either hand as though it were a weapon, using 3/5 your Judo level as your parry defense.

If you successfully parry, you may try to throw the foe on your next turn; this is an attack. Make your Judo skill roll; your foe may use any *active* defense — he *can* parry your hand with his sword! — but passive defenses don't count. If he fails to defend, he is thrown. A 17 or 18 on your attack roll means *you* fall.

When you throw a foe, he falls where you please: in *his* own hex, in *your* own hex, or in any hex adjacent to both these hexes. He must roll against HT; a failed roll means he is stunned! If you throw him into someone else, *they* must roll either ST+3 or DX+3 (whichever is better) to avoid being knocked down!

You may also use your Judo skill, instead of your DX, in any roll made in close combat (p. 38) except to draw or drop a weapon or shield.

Karate. Hard skill; cannot be used by default. This is the skill of scientific unarmed mayhem. There is no penalty for using the left hand. Your striking/parrying hand(s) must be empty, and your encumbrance must be Light or less.

You may parry with either hand as though it were a weapon, using 3/5 your Karate score as your parry defense.

Used offensively, Karate increases the amount of damage you do when you strike without weapons. Roll against your Karate skill to hit. (If you kick, roll against Karate–2, and then roll against Karate to avoid failling.) 1/5 of your Karate skill (rounded down) is added to the basic damage you do with hands or feet. If you are using the Advanced rules, which allow you to aim blows, you can do *impaling* damage with any blow aimed at the foe's head or vital organs. Note: Although you can break bricks to show off, you cannot punch through armor unscathed. Any time you hit a target with a DR of 3 or better, roll against your HT. A failed roll means you take (1-2) damage to the hand or foot. Your foe's Toughness does *not* count as DR for this! Your *own* Toughness (or boots, etc.) will protect *you*, though.

Advanced Combat System:

MOVEMENT

4

The Advanced Combat System is intended for gamers who want more "realism" in their roleplaying. It can also be played as a *stand-alone boardgame* of man-to-man combat.

Each of the next four chapters will present part of the Advanced System. You may choose to use any or all of these chapters. This chapter — *Movement* — is the one that turns *Man to Man* from an abstract combat system to a realistic boardgame.

The Combat Map

When combat starts, pick an appropriate *combat map* from those provided and choose a miniature figure to represent each character. Each hex represents one yard. Since the hexes are an inch across, this is 50mm scale. For ease of handling, though, the figures included are 25mm.

Each figure must occupy one hex. A fractional hex is considered a full hex, and can be occupied without penalty. Ordinarily, only one figure can occupy each hex. Exceptions include close combat (see p. 38) and any situation in which people are crowded close together but are not trying to *do* anything. You could crowd up to four ordinary-sized people into a single hex, if they were friendly. You may also move through a friendly character's hex, though the movement cost is higher.

The basic unit of movement is one hex, or one yard. The number of hexes you can move depends on your Move score and the *maneuver* you choose each turn — see p. 32, below.

Facing

Each figure on the combat map must occupy one hex, and "face" toward one of the six adjacent hexes.

Your facing defines your *front, right, left,* and *back* hexes (see illustration). Your front hexes are the hexes you can *see* into, and easily *move* into. You can move into any adjacent hex, but sideways and backwards movement are slower (see *Maneuvers,* p. 28).

Normally, you can only attack forward. The *distance* you can attack depends on your weapon's *reach* (see sidebar).

For a right-handed fighter, the right side is the weapon side, and the left side is the shield side. For a left-handed fighter, these are reversed.

Facing Changes During Movement

Most maneuvers let you move only 1 hex. If you move one hex (or stand still) you may turn to face *any* direction at the end of your movement.

On an All-Out Attack, you may stand still and change facing. If you move, you *must* go *forward*. You may either keep the same facing as you move forward, or turn to face each hex as you enter it. See diagram. You *cannot* change facing at all at the end of your move. Thus, you cannot start in front of someone and strike them from behind or the side, except with a wild swing.

"Reach" of a Weapon

If you have a *hand* weapon, the hexes you can hit with it are defined by its *reach*, as follows:

"Close" reach: you can strike only in your own hex. See *Close Combat*, p. 38.

1-yard reach: you can strike into any of your front hexes, as shown in the diagram below.

2-yard reach: you can strike into any of your "2" hexes.

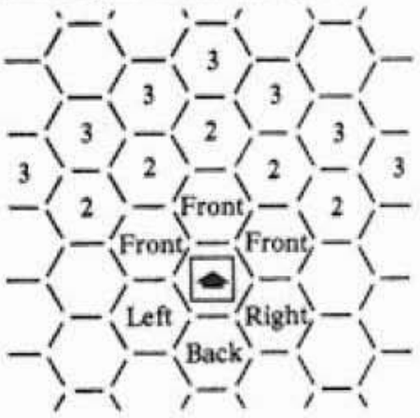
3-yard reach: you can strike into any of your "3" hexes.

Most weapons have a 1-yard reach, and can hit only your three front hexes.

Some weapons have two reaches. For instance, a billy club can strike at "close" and "1 yard" range. With a spear, you can have a reach of either 1 yard or 2 yards, depending on how you choose to hold the weapon! An impaling-type pole weapon can have a reach of 1, 2, or 3 yards.

Most "long" weapons (those with two or more reaches) must be readied for a turn to "change grips" and go from one reach to another. For example, if you are holding a halberd with a grip that allows you to strike 3 hexes away, you will have to re-ready it before you can use it to strike someone 2 hexes away. The Weapon Table shows which weapons require a grip change, and which (e.g., greatsword and quarterstaff) do not.

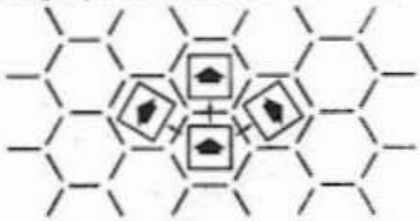
The reach for each weapon is given in the Weapon Table. The reach of a bare-handed fighter is close and 1 yard.



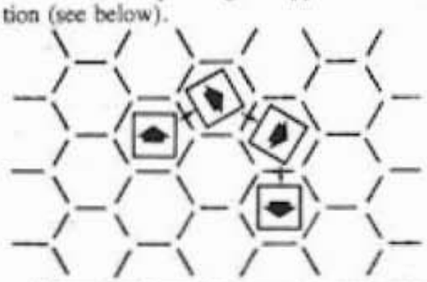
Forward Movement and Facing

This rule governs facing when you move forward. It is only important on a *Move*, *Wait*, or *All-Out Attack* maneuver. Other maneuvers do not restrict your facing when you move!

A forward move is a move into one of your three front hexes. You must *turn to face the hex* as you enter it (see illustration). If you go *straight* ahead, your facing will not change; otherwise it will change by one hex-side (see illustration).

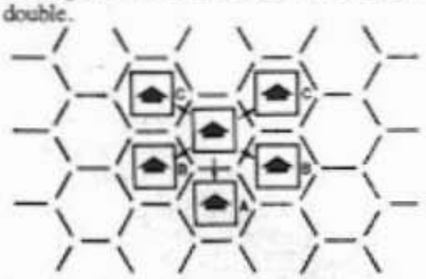


This means that you *can* change direction while moving "forward." In three "forward" moves, you can run in a half-circle and end up facing the opposite direction (see below).



If you don't want to move forward, you can step backward (A) or sideways (B), keeping the *same* facing (see below). Backward or sideways movement is not allowed in an all-out attack. As part of a *Move* maneuver, each hex costs double — that is, 2 movement points.

You can also "sidestep" into a *front* hex (C) while keeping your same facing. This *is* allowed on an all-out attack, as well as a regular *Move* maneuver. It also counts double.



Changing Position in Armor: An Optional Rule

If you want to be more realistic, you can let your Encumbrance level affect the time it takes for a Change Position maneuver. At an encumbrance level of 0 or 1, it still takes 1 second for each Change Position. At an encumbrance level of 2 (medium), it takes *two* seconds to change position — and so on. While you are partway through a position change, you are considered to be in the *old* position. This rule definitely slows play, but it means that falling down while wearing heavy armor can be fatal.

On a *Move* maneuver, you must change facing appropriately for *each hex you enter*, as follows: When going forward, either turn to face the hex you enter (movement cost 1) or sidestep into it (cost 2). When you move to the side or backwards (cost 2), you keep the same facing. See p. 32 for a full list of movement costs.

At the end of your move, if you have used half (or less) of your possible movement, you may turn to face in any direction. If you have moved more than half of your Move score, you may change your facing by *one hexside* (see diagram).

You may also change facing *before* you start a Move maneuver, or *during* the move — but this costs movement points. A facing change costs 1 for each hex-side of change — thus, turning 180° costs 3.

Maneuvers

The ten maneuvers introduced in the Basic Combat System are still used. However, each maneuver now has a *movement* component added. Some of the names have been changed to reflect this.

When your turn comes to act, you may perform any *one* maneuver from the list below. If a maneuver has two or more parts (i.e., movement and attack), you may do them *in any order* unless the maneuver specifies otherwise.

Where movement is part of a maneuver, you may always choose to move *less* than the distance called for, but never *more*. You may also stand still and/or change facing. When a maneuver requires "forward" movement, each move may take you only into one of your three front hexes.

Explanation of Maneuvers

Aim

This is the maneuver used to aim a thrown or missile weapon. Your weapon must be ready to fire. You must choose a specific target to aim at. You may change facing before you aim, but you may not move.

Your attack is at –4 if you use a ranged weapon without aiming. If you aim for one turn, your attack is at your normal skill level. You may aim for up to 3 more turns, getting a further +1 bonus for each turn you aim, for a maximum +3 bonus. See p. 42 for more about aiming.

You can use any defense while you are aiming . . . but to do so will spoil your aim and you lose all the accumulated benefits.

If you are prone, sitting down, beside or behind a wall, or in some other position appropriate for "bracing" a missile weapon, you get an extra +1 bonus to hit *if* you aim. You do not get this bonus for a snap shot.

Change Position

This maneuver is used to get from any position to any other position. "Positions" include: standing, sitting, kneeling, lying face down (prone), lying face up.

You may not move on the turn you use this maneuver.

If you are lying down, you occupy *two* hexes. You cannot stand directly up from a lying position; you must kneel first (in either hex) and then stand up. This takes *two* turns.

You can move while in almost any position, but only in the standing position can you run at full speed. Movement restrictions for other positions are listed below.

Crouching does *not* require a "change position" maneuver. If you are in a standing position, you can elect to crouch at the beginning of any turn. No separate maneuver is required. However, you may not stand up throughout your movement and then crouch at the *end* of movement to avoid attacks — not in one second! If you are already crouching, you *may* stand up at any time without using a maneuver.

You may use any defense on the turn you change position, though some positions give you a penalty for defense. Each position has advantages or disadvantages for attack, defense, and movement, as summarized below.

Position	*Attack*	*Defense bonus or penalty*	*Movement*
Standing	Normal	Normal	Normal; may sprint
Crouching	–2	Ranged weapons –2 to hit; normal vs. others	+½ cost per hex
Kneeling	–2	Ranged weapons –2 to hit; –2 to any active defense.	+2 cost per hex
Crawling*	only close attacks	Ranged weapons –4 to hit; –3 to any active defense.	+2 cost per hex
Sitting	–2	As for kneeling	Cannot move!
Lying down*	–4 except w/crossbow	As for crawling	Only 1 hex/turn

* A prone figure occupies *two* hexes.

Step and Ready

This is the maneuver used to pick up or draw *any* item and prepare it for use. To pull a sword from its sheath or a gun from its holster, choose this maneuver.

You can also "ready" an item if you *stand still* and take it from a table or wall rack, etc. It must be in your own hex.

You can also *stand still* and accept an item someone else holds out to you. The person giving it to you must be in your own hex or any adjacent hex. You may use the same maneuver to hold out an item for someone else to take. Two objects may not be exchanged simultaneously (remember that these turns are one second long).

You may dodge normally after choosing this maneuver. You may block normally *if* your shield is already ready when you are attacked. You may parry normally *if* your weapon is fully ready when you are attacked. If your weapon requires more than one turn to ready, you cannot parry with it until it is fully ready. See below.

Readying a Weapon: You cannot use a weapon that is not "ready" — that is, in your hand and ready to use. Some weapons must be "readied" again after each attack. An axe, for instance, must be readied after each swing, because its momentum carries it away. A polearm must be readied for *two* seconds after each swing, or when you pick it up from the floor (because it is both long and heavy). The Weapon Tables show which weapons require readying after they are used.

Reloading a weapon requires repeated "ready" maneuvers. For instance, to fire a longbow (assuming the bow itself is ready in your hand), you must (1) ready the arrow by taking it from your quiver; (2) ready the bow by placing the arrow to the string. That took two turns. On the third turn, you can aim or fire. A crossbow would require the same two *Ready* maneuvers, plus at least two more to *cock* it! See sidebar, p. 22.

When a weapon requires more than one *Ready* maneuver to prepare, you should keep track by saying (for instance); "Cocking the bow, one second . . . cocking the bow, two seconds . . . readying the arrow . . . readying the bow." That took four turns, so you could fire on the fifth.

Reloading times for different weapons are shown on the Weapon Tables.

You may use any legal defense while readying a hand weapon; you may dodge, block, or parry with another weapon.

You may not block or parry while you are reloading a missile weapon. You *may* dodge, but you do not get the benefit of that turn of reloading. If you are cocking a crossbow or doing something else complex, you will have to start over if you dodge!

Readying a Shield: If a shield is on the ground, or slung on your back, the number of turns it takes to ready it is equal to its passive defense. It takes the same time to sling a shield on your back again. It takes one turn just to get a shield *off* your arm.

Picking Something Up from the Ground: This requires two turns. On the first turn, you Change Positions to *kneel*. On the second turn, you pick up the

When Is a Weapon Ready?

A weapon is "ready" if it is in your hand and ready to attack. One turn is required to ready a weapon from its scabbard (but see Fast-Draw skill, p. 30).

Swords and knives do not become "unready" after use, because they are balanced and easy to maneuver.

Unbalanced hand weapons (like axes) *do* become "unready" after each attack or parry. Their momentum carries them away, and a turn is required to ready them again.

Very heavy hand weapons (e.g., polearms like the halberd) require *two* turns to ready, or one turn to re-ready after *thrusting*. A polearm swing carries it downward, so it takes longer to ready. But a polearm does not become unready after a parry, because you parry with the shaft.

Changing Grips: It takes one extra turn of readying to go from a 1- reach to a 2-yard reach, or a 2- to a 3-yard reach, or vice versa, with any weapon. An unready weapon may be re-readied to either reach, regardless of how you used it before.

Falling: If you fall down, lose your balance, or are stunned, and your weapon is one that requires readying after each use, it becomes unready!

Scabbarding: It takes *two* turns to return a weapon to a scabbard or belt-loop.

Quick Readying with High ST

If a weapon becomes unready after use, the reason is its unbalanced *weight*. Therefore, high ST lets you ready it faster.

If your ST is 5 over the *minimum* ST required for a hand weapon, it takes you one less turn to ready it after each attack. Thus, you could attack every turn with an axe, or every other turn with a polearm.

If your ST is 10 over the minimum required for a hand weapon, you can attack with it every turn.

Parrying and Readiness

You may only parry with a *ready* weapon. Parrying does not make most weapons unready. You may attack with a sword, parry your foe's counterattack, and then attack again on your next turn. However, parrying does make an axe unready. Any weapon used with the Axe/Mace or Two-Handed Axe/Mace skill will become unready if you parry with it.

Example: John Falcon is fighting Fiendish Friedrick. John is faster; he swings with a sword. Friedrick's axe is ready, and he parries. Friedrick now cannot throw a blow — his axe is now unready. On his turn, he readies the axe.

On John's second turn, he swings his sword again. Friedrick could parry, — but he would rather be able to attack! So he has to dodge or block instead. On Friedrick's second turn, he swings with his axe. It is now unready. John parries the blow.

On John's third turn, he swings again. Friedrick's axe is unready, so he cannot parry — he must dodge or block again. On his own third turn, he can ready his axe — which will let him either parry or attack on his fourth turn. And so on . . .

The Fast-Draw Skill

This is an "easy" skill. It cannot be used by default; you must actually have learned the skill to attempt a fast-draw.

Fast-Draw is the ability to ready a weapon from its holster, scabbard, or hiding place in (effectively) zero time. Roll against your Fast-Draw skill. A successful roll means the weapon is *instantly* ready and can be used to attack on that same turn. A failed roll means you perform an ordinary *Ready Weapon* maneuver. A critical miss (17 or 18) means you drop the weapon.

Fast-Draw can be learned for knives, regular swords, and two-handed swords. Each of these is a *different* skill. It can also be learned for *arrows* (see p. 41).

Attacking Through an Occupied Hex

It is possible to attack "through" another character, if you have a hand weapon with a 2- or 3-yard reach.

You may attack through friendly characters at no penalty (this is a basic part of your training with any long weapon). If you attack through an enemy's hex, the penalty is -4.

If your attack passes along a line between two hexes, there is no penalty at all unless both hexes are occupied by foes. If they are, treat it as a single occupied hex.

Wild Swings

A "wild swing" is a blow thrown at a foe to your *side* or *rear*. It's not likely to hit, but sometimes it's better than nothing.

The foe you attack *must* be within your weapon's reach. You may not make a "wild" impaling attack at more than a 1-hex distance.

A wild swing is at a -5 hit penalty, *or* a maximum attack roll of 9 — whichever is *worse*. You cannot get a bonus from feinting. You cannot aim a wild swing at any particular part of the foe's body. If you are using hit-location rules, roll randomly.

You may swing wildly on an all-out attack — but it's not usually a good idea. An all-out attack can *not* get a +4 skill bonus if you are swinging wildly.

Your foe defends normally against a wild swing. It does normal damage if it hits.

Note that if you have Peripheral Vision, your right and left hexes count as "front." Therefore, an attack into your right hex is not a wild swing. An attack into your left hex *is* a wild swing (unless you have a two-handed weapon) — you can see, but the angle of attack is clumsy!

weapon and Change Positions again to *stand*. A sword, knife, etc., is automatically ready when you do so. An unbalanced weapon must be readied as though you had just attacked with it. It takes *two* turns to ready a polearm after you pick it up!

Step and Attack

This maneuver is used to attack with *any* ready weapon. Step one hex in any direction . . . and use your weapon! The maneuver is considered the same, whether you strike with a hand weapon, fire a missile weapon, or throw a weapon. You may attack first and *then* move, if you choose. If you had been aiming a ranged weapon, you may move *after* you attack, but not before, or you will spoil your aim.

The rules for attacking a foe are explained in the Basic Combat System (see pp. 21-26). The foe you attack must be within your weapon's *reach* (see p. 27). He must be *in front* of you unless you are swinging wildly (see sidebar).

You *may* defend normally on the turn you attack. You may dodge, block, or (if your weapon is still ready) parry. If you are using an axe or similar weapon, it becomes unready as soon as you swing it. So you can't use it to parry until after you take a turn — or more, if necessary — to ready it.

All-Out Attack

This is the berserker's maneuver — the complete attack, with no thought to defense. You don't *have* to be crazy, but it helps.

You may use any hand weapon (not a missile or thrown weapon). You must move first and then attack — not vice versa. You may turn in place, or move up to two hexes (or half your movement, whichever is more) *forward*. You may ignore bodies on the ground and bad footing! You may not change facing at the end of your move. You have three choices for your attack:

(a) Make two attacks against the same foe, *if* you have two ready weapons, or one weapon that does not have to be readied after use;

(b) Make one *feint* (see below), and then one attack;

(c) Make a single attack, at a +4 bonus to your skill!

However, if you choose this maneuver, you may make *no active defenses at all* until your next turn. You must depend on your passive defense to protect you — which is probably a forlorn hope.

This is a good maneuver if (a) your enemies are all otherwise occupied; (b) you have a long weapon and nobody can reach you, or (c) you're desperate.

Step and Feint

Move one hex in any direction and "fake" an attack with a hand weapon. You cannot feint unless you *could* have attacked that foe with a regular or all-out attack.

When you feint, roll a Contest of Skills: your weapon skill against your foe's weapon skill. (If he has no hand weapon, or if his DX is better than his hand weapon skill, he rolls against his DX instead.) See p. 6 for Contest of Skills procedure. A feint does *not* make any weapon unready.

If you fail your roll, your feint is unsuccessful. Likewise, if you succeed, but your foe succeeds by *more* than you do, your feint fails.

If you *make* your roll, and your foe *fails*, the amount by which you made your roll is *subtracted* from the foe's active defense if you attack him on your next turn. For instance, if your skill is 15 and you roll a 12, your feint is a success and your foe defends against you at -3 on your next attack. (Your allies cannot take advantage of *your* feint; the defense penalty applies only to *your* next attack).

If you and your foe *both* succeed, but you succeed by more, the *difference* between the amounts is subtracted from the foe's defense. Example: Your skill is 15, and you roll a 10. You succeeded by 5. Your foe's skill is 14, and he rolled a 12. He succeeded by 2. The difference is 3, so he will defend at -3 next turn.

A feint is no good if your foe cannot see you. You cannot feint in the dark, from behind, etc. If your foe turns his back on you, or loses sight of you in some way, you will *not* lose your bonus if you attack on your next turn. However, if *you* lose sight of the foe, the bonus is lost.

A feint is only good for *one* turn! But if you feint and then make an all-out attack, swinging twice, the feint applies to both attacks.

You may use any legal defense on any turn you feint. However, if you feint and then parry with an unbalanced weapon, rendering it unready, you cannot attack on the next turn and your feint becomes pointless.

Step and Concentrate

This maneuver allows you to step one hex in any direction (usually) and then *concentrate* on one mental task. This may be the casting of a magical spell, some feat of E.S.P., or any similar action. Note that certain spells may require that the caster be entirely motionless. This depends on the magic system you use.

You may defend normally, but the attention required to defend will break your concentration. Therefore, a multi-turn "concentrate" is broken by any attempt to defend. (The GM may allow you to attempt an IQ roll; a successful roll means you maintained your concentration after all.)

Wait

This maneuver lets you move one hex in any direction, change facing, or stand still, and *wait* for a foe to approach. At any time before your next turn, if a foe is close enough, you may attack. If you stood still on your turn, you may step one hex *forward* and *then* attack. If the foe is moving to attack *you*, and if he gets within striking reach at the same time he comes within *your* reach, the highest Speed goes first (roll dice to resolve ties).

You do not *have* to attack the first foe that comes within reach; you may ignore one enemy and wait for another. You do not have to attack at all.

If more than one fighter is Waiting, and one announces an attack, then that attack (and the target's reaction, if it was the target's move) are both played out before another Waiting fighter can attack.

If no enemy comes within step-and-attack range, or if you choose not to attack, your turn is simply lost; you stood there waiting, and did nothing.

You may choose any legal defense on the turn you Wait.

All-Out Defense

This is the maneuver to choose when you're beset by foes — especially foes who like all-out attacks. You may move one hex *in any direction.* You may do nothing else — except defend!

If you fail your defense roll against any attack, you may try *another* (different) defense — in other words, you get two defense rolls, using two different active defenses, for each attack made during the turn. You are limited to *two* blocks and *two* parries per turn when you choose All-Out Defense (if you have two weapons, each can parry twice). If you run out of blocks and parries, you may only dodge each attack once — you can't dodge the same attack twice!

Long Action

Many actions will take more than a second to complete. When you must do something like this in a combat situation, use the generic "Long Action" maneuver each second until you are finished. The GM will tell you how long it will take. In some cases, dice will be rolled to determine how many seconds the action will take to finish.

Some things (like piling up rocks to stand on) can be interrupted in the middle if necessary, to take any necessary maneuver or other action. Other things (like dialing a telephone number) cannot be interrupted; if you stop in the middle, you will have to start over entirely. Some examples:

Pick up a heavy object (weight greater than your ST)	2 sec.
Open an unlocked box, book, chest, briefcase, etc	1 sec.
Find a loose item in a box, briefcase, etc. (if it's not hidden)	Roll 2 dice
Find some item in your own pocket	Roll 1 die
Write a brief note	5 sec. per sentence
Read a brief note	2 sec. per sentence
Swallow a pill or potion	2 sec.
Light a match, cigarette, fuse, candle, torch, etc	2 sec.

Knockback

When you hit someone very hard with a weapon, you may knock him backward. For every *full* 8 hits of *crushing* or *cutting damage* you roll, move the foe one hex directly away from you. Calculate knockback damage *before* the damage resistance of the foe's armor is subtracted. It may protect him from injury, but it won't keep him from feeling the blow!

Anyone knocked backward must make a DX roll to avoid falling down. A successful roll means they land on their feet. If you knock your foe into something large, he will stop when he hits it. The results (including possible damage to whatever is hit) will be as if you had thrown him into it. See *Throwing Things*, p. 50.

Knockback from Slam Attacks

A strong "slam" attack can also knock someone backward. See p. 40.

"Wait" Maneuver Strategy

The *Wait* maneuver can be very useful in a tactical situation where you want to block a fleeing foe — or to protect someone behind you.

When you choose to Wait, you can attack at any time — even in the middle of someone else's movement! If you did not move at all on your turn, you may step one hex *forward* and then strike. If your foe is still standing after your blow falls, he may continue his movement.

This is the best way (and almost the only way) to keep a faster foe from running past you on a clear field. If you take a regular maneuver (to fight with someone else, for instance), you are distracted — and, on a one-second time scale, he *should* be able to run past you! But if you are waiting for him, you'll have a chance to intercept him, or hit him, as he tries to go by.

Costs for Movement

Use the following costs only when you choose the *Move* maneuver. For other maneuvers, "cost" does not matter.

If you have (for instance) a Move of 6, you have 6 "movement points" per turn. A hex of forward movement costs 1; sideways and backwards movement costs 2.

Penalties for obstructions, etc., add to this. If you step sideways (cost 2) into an obstructed hex (cost +1), the total cost to enter that hex is 3. However, you can always move 1 hex per turn. Peripheral vision does *not* affect the cost to move sideways or backwards!

Direction of Travel

Forward: 1
Sidestep or Backward: 2

Positions

Crouching: +½
Kneeling: +2
Crawling: +2
Lying down: move only one hex per turn (low-crawl or rolling)
Sitting: cannot move!

Facing Changes

If you want to change facing *before* or *during* a move, each hex-side of change costs 1. At the *end* of your move, you may change facing freely if you used half (or less) of your movement points. If you used more than half of your Move score, you may change facing by *one hex-side* at the end of your move.

Obstructions

Minor obstruction (i.e., a body, or another character, in the hex): +1 per body or person. You cannot go through an *enemy's* hex unless you *evade* (p. 40).

Severe obstruction (several bodies): hex must be bypassed or actually climbed.

Bad Footing

On treacherous ground, the cost to enter each hex is increased by 1, 2, or more. It depends on the GM's "realistic" view of the situation (mud, loose gravel, waxed floors, or whatever!).

Anyone in an obstructed or bad-footing hex also suffers a -2 on any attack they make. Defense is unaffected. Exception: If you are firing a missile weapon, taking time to aim will also eliminate this penalty!

Sprinting

If you run *forward* for two or more turns in a row, your second (and later) moves get a "sprint bonus" of 1 extra yard per turn. You may not take the sprint bonus unless the ground is good and you are running (more or less) straight toward some goal. Any deviation from "forward" movement will require you to run at normal speed for one turn before you can get the sprint bonus again.

Example: Your Move is 4. You can run 4 yards forward. But on your second and later turns of running, you get the sprint bonus, and you can run *five* yards forward.

Replace a weapon in its scabbard	2 sec.
Drop a small item into your pocket	2 sec.
Search an unresisting person fairly thoroughly	1 min.
Change clothes	1 min.
Put on a suit of armor	5 min.

When you are carrying out a long action, you should count the seconds each time you announce the maneuver. For instance, to replace a weapon, you would say "Replacing my sword — one second" on the first turn, and "Replacing my weapon — two seconds and finished" on the second turn. That way, the GM and the other players can keep up with what you are doing.

The GM determines what your legal defenses are while you are attempting a long action. As a rule, Dodging is the only legal defense, and a Dodge will usually force you to start your action over. But the GM may allow an exception to this whenever it seems realistic.

Move

This is the maneuver to choose when *all* you need to do is move. You can *Move* in almost any position, but only if you are standing can you travel at full speed. Other positions will slow you, as shown in the sidebar.

For example, if you want to move *backward* for some reason (such as to keep your eyes on a foe), each hex counts double. Thus, someone with a Move of 6 could go only three hexes backward in a turn, without turning around.

If you pick the *Move* maneuver, you may use any legal active defense on that turn.

Free Actions

Some actions may be taken during any maneuver. Some examples:

Talk. You can *always* talk. (If the GM wants to be realistic, he should only allow one sentence's worth of communication per second. It is usually more fun when you ignore this limitation.)

Maintain spells (when a magic system is being used). As long as a spell-caster is not injured or knocked unconscious, he can maintain a spell no matter what else he does.

Disbelieve an illusion. But only if you do not simultaneously fight it, or otherwise do something that treats it as real!

Dropping an item. Any "ready" item can be dropped at any time during any maneuver. It may be dropped in any hex you move through, or any adjacent hex.

Crouching. You may crouch (to avoid missile weapons) at the beginning of any turn — but any hex you enter while crouching will count 50% extra. You *cannot* crouch and sprint. You may stand up again at any time.

Attacks

In general, attacks are carried out just as in the Basic Combat System. Two special kinds of attack are covered in more detail in later chapters: *close combat* attacks in the same hex with your foe (see p. 38), and *ranged attacks* with thrown and missile weapons (see p. 41).

Defense

The rules for defense are essentially the same as in the Basic Combat System — but more detailed, to allow for your position relative to the enemy.

Active Defenses

There are three *active defenses* that can be used to protect you against an attack. Each of these defenses is calculated in advance. When you are attacked, you may choose one active defense as part of your total defense roll. (If you took *All-Out Defense*, you may make *two* defense rolls against each attack.)

The active defense you choose will depend on your situation — *especially*

the maneuver you chose on your last turn. Some maneuvers restrict the active defenses you can make. For instance, if you make an All-Out Attack, you have *no* active defense!

Sometimes you will have *no* active defense. A stab in the back from a "friend," a sniper's shot, or a totally unexpected booby-trap would be attacks against which no active defense is possible. Likewise, a stunned or unconscious person has no active defense. But you always have your *passive defense* — see sidebar.

Dodging

Your Dodge defense is equal to your Move score. Dodging is the best defense when you are not skilled with your weapon.

You may not dodge an attack from your *back* hex — that is, directly behind you. Subtract 2 from your Dodge when you dodge an attack from a *side* hex. Example: If your Dodge is 5, your Dodge against a side attack would be only 3. You may not dodge a ranged-weapon attack from a side hex.

There is no limit to the number of times you may dodge in one turn.

Retreating: If you dodge, you may also *retreat*, by moving one hex in any direction away from your attacker. Retreating adds 3 to your Dodge defense. You may not retreat into an occupied hex. You may change facing by *one* hexside, if you wish. (A retreat cannot be used to defend against a *ranged* attack.)

Your "retreat" move takes place immediately. However, if your foe was making an all-out attack, retreating does *not* put you beyond the reach of his second attack. You can retreat only once per turn. In other words, once you retreat, you may not retreat again until after your own next turn.

You cannot retreat in a sitting or kneeling position, or while stunned. You *can* retreat (by rolling) if you are lying down.

Blocking

Your "block" defense is ½ your Shield skill, rounded down. You must have a *ready* shield, which you use to "block" the attack. This is only effective against a weapon that a shield can stop. In general, you can block any blade weapon, club, axe, spear, polearm, etc., whether swung or thrown. (The shield's *passive* defense *does* help against missiles — see below.)

You may block only attacks made from your front hexes *or* your shield-side hex (left, unless you are left-handed). A block against a shield-side attack is at a -2. You may not block a ranged-weapon attack from a side hex.

You may only block one attack per turn, unless you chose the *All-Out Defense* maneuver. In that case, you may block *two* attacks per turn.

Parrying

Your Parry defense is half of your hand-weapon skill (round down). Missile weapons may not parry except as clubs; see below. You cannot parry unless your weapon is *ready*. Parrying with a weapon makes it unready *if* attacking with that weapon would make it unready. Exception: A polearm does *not* become unready when it parries.

A parry is only effective against a blow from another hand weapon.

Light weapons parry less effectively. A weapon has a ½ chance of breaking any time it is used to parry anything 3 or more times its own weight! (If it breaks, that parry counted, but the weapon is damaged or useless — see p. 37.) In general, only rapiers and daggers are likely to break this way.

You can also parry with a non-weapon of the proper size and shape, using the closest Weapon skill. A pole or rifle could parry like a spear, a bow like a light club. However (for instance) parrying just once with a bow will ruin it *as a bow*, though it may survive for a few seconds longer as a club.

You may only parry attacks made from your front hexes or your *weapon*-side hex (the right, unless you are left-handed). A two-handed weapon can parry attacks from either side hex. You Parry at -2 against an attack from the side.

You may normally parry only one attack per turn, unless you are a fencer (see p. 24). If you chose the *All-Out Defense* maneuver, you may parry *two* attacks per turn.

Passive Defenses in the Advanced Combat System

Your passive defenses — your armor and shield — add to your defense roll when the foe has attacked you, just as in the Basic Combat System. Armor and Toughness work just the same (though armor can have different passive defenses at different parts of your body — see the *Armor Table*).

However, your shield's passive defense only protects you against attacks from *in front* of you and your *shield* side. It *does* protect against all attacks made while you are lying down, unless you specifically state, for some insane reason, that you are lying *on top of* the shield.

If you have your shield slung on your back, it will offer a *little* passive defense. Subtract 1 from the regular passive defense of the shield, and apply this to attacks from the back (only), but *not* to other attacks. It is physically possible to carry an extra shield strapped to your back — but in most cases, it adds too much weight. Armor is better.

5

Advanced Combat System:

HIT LOCATION

Deciding Where To Attack

The place you should hit your foe depends on many things — your skill, your foe's armor, and whether you want to kill him!

Head — Lets you stun with minimal damage, and kill easily with a good shot. But the head is a hard target, especially if a helmet is worn.

Body — Easy to hit, and no damage is "wasted" — it all goes into killing the foe. The best target for strong, clumsy types or long-range attacks. The best target for an impaling weapon.

Limbs — Lets you eliminate a foe from combat with less total damage, leaving him alive for questioning or prisoner exchange. If you are *averse* to killing, this is the best target. Attacking the limbs is often a good move if you have high skill but low strength.

Hands or feet — Hard targets, but give you a chance to cripple the foe with little real damage. Don't try this if your real objective is to kill.

Weapon — The place to strike if you need to take the foe unharmed, if you have to disarm a friend, or if you just want to show off. See *Striking at Weapons*, p. 36.

Random Hit Location

You do not *have* to choose a target; you can always swing randomly. Roll two dice and check the table to see where your blow falls — then use that part's hit penalty, make your attack roll, and proceed normally. Random hit location is also used when a booby-trap goes off, when a missile weapon is fired from long range, etc. In that case, though, you should *first* determine whether the missile hits (with no penalty for part-of-body) and *then* determine where it hits.

If a random attack comes from above (e.g., a halberd stroke, or falling rocks), subtract 3 from the roll before referring to the table. This makes the head and arms the most likely targets.

Notes for Table

If the target has a shield, the left arm is –4 to hit and the left hand is –8 to hit. If there is no shield, the left arm and hand are no harder to hit than the right arm and hand. A randomly rolled attack will never hit a hand holding a shield.

A full backpack is "armor" with DR of 2 — but only on an attack from behind. It has no passive defense.

If the head is the target of an attack, and the attacker fails his attack roll by only 1, the body is hit instead.

When you strike at an enemy, you may choose *what part of his body* you will attack. Exception: a missile weapon fired from a long distance may be assumed to be *aimed* at the body, but if it hits, you will roll randomly to see where.

Parts of the Body

Each part of the body is different — easier or harder to hit in a fight, and having different reactions to major damage. The table below shows this.

Random location is used when a part of the body must be randomly chosen as a target (for instance, by falling rocks or an arrow fired from far off). Roll two dice to see what was hit. Some parts will never be hit randomly.

Major damage shows the effect a serious wound has on that body part.

Hit penalty shows the subtraction an attacker must make when attacking that part of the body on an *unarmored* foe. Note that armor may also give that body part extra *passive defense!* See *Armor*, p. 37, for more information.

Random Location	*Body Part*	*Hit Penalty (Subtract from Attack Skill)*	*Result of Major Damage*
2 or less	Head*	–5	Target is *stunned* on total hits over HT/3. Target is *knocked out* on total hits over HT/2. Any hit to the head does *double damage.*
—	Face (through helm's eyeslits)*	–10	As above. Armor does not protect. Thrusting attacks only.
3	Shield (left) arm	–4	Damage over HT/2 cripples arm. Excess damage is lost.
4	Hand (roll for left or right)	–4	Damage over HT/3 cripples hand. Excess damage is lost.
—	Shield (left) hand	–8	As above.
5	Weapon (right) arm	–2	As for shield arm.
6–8	Body (i.e., torso)	0	No special results.
—	Vital organs (in torso)	–3	Impaling weapons that penetrate armor do *triple* damage instead of double.
9	Right leg	–2	Damage over HT/2 cripples leg. Excess damage is lost.
10, 11	Left leg	–2	As above.
12	Foot (roll for left or right)	–4	Damage over HT/3 cripples foot. Excess damage is lost.
—	Weapon (see p. 35)	–3 to –5	Weapon *may* fall or break.

*If the head is hit, the skull provides a natural DR of 1. This is in addition to any armor, toughness, etc., the victim possesses.

Hit Penalties for Different Body Parts

If a blow is aimed at any part of the body except the torso, the difficulty of the target will add a hit penalty, as shown on the table above. Subtract this penalty from the attacker's skill. The torso is easy to hit (no penalty). Arms and legs are harder (-2); hands and feet harder yet (-4); and the head still harder to hit (-5 — it is both small and *hard*). See the table above.

If the target of the blow is armored with some substance that "turns" blows — metal or hard plastic — it will have a *passive defense* that will add to the target's defense roll. For instance, anything armored in heavy leather has a passive defense of 2. Scale armor has a passive defense of 3; plate has a passive defense of 4. Armor protection should be marked by the character's picture on his Record Sheet.

Critical Hits

A "critical hit" is an especially damaging blow. Any time you roll a natural 3 or 4 when attacking, you hit automatically — the defender gets no defense roll — *and* you may roll on the Critical Hit table.

If you are very skillful, you get critical hits more often. If you have an *effective* skill of 15, a roll of 5 is a critical hit. If you have an effective skill of 16 *or better,* a roll of 6 is a critical hit. Hit bonuses (i.e., for an all-out attack) *do* make critical hits more likely, and hit penalties (i.e., for a hard target) make critical hits less likely.

Example: Louis LeBlanc needs to roll a 15 or less to hit Filthy Pierre. He rolls a 5. That's a critical hit for him! (A 3 or 4 would be a critical hit for *anyone!*) Because this is a critical hit, Filthy gets *no defense roll.* The blow automatically hits!

A critical hit is the *only* way that an unskilled character can ever injure a superior opponent in a fair fight. It's also the only way you can get through heavy armor with a light weapon. Once in a while, everybody gets a lucky shot. But note that the likeliest result on the table is "no extra damage." Even if you get lucky and hit a superior foe, your blow may not be especially hard . . .

Critical Hit Table — roll 3 dice

All doublings or triplings of normal damage refer to the basic die roll.

3 — If the blow was aimed at the body, it does normal damage and the foe is knocked unconscious. Otherwise, it does triple damage.
4 — The blow *bypasses all armor* and does normal damage.
5 — The blow does triple normal damage.
6 — The blow does double normal damage.
7 — Normal damage only — *and* foe is *stunned* until he makes his HT roll.
8 — If blow was aimed at an arm, leg, hand, or foot, it does normal damage, and that body part is *crippled* regardless of the amount of damage done. However, this is only a "funny-bone" injury, and will wear off in six turns. (Of course, if enough damage was done to cripple the limb anyway, it does not wear off!) Otherwise, the blow does normal damage.
9, 10, 11 — Normal damage only.
12 — As #8, above.
13 — The blow *bypasses all armor* and does normal damage.
14 — If the blow was aimed at an arm, leg, hand, or foot, it does normal damage, and that body part is *crippled* regardless of the amount of damage done. Otherwise, double normal damage.
15 — Enemy's weapon is knocked from his hand, *and* he takes normal damage.
16 — The blow does double normal damage.
17 — The blow does triple normal damage.
18 — If the blow was aimed at the body, it does normal damage and the foe is knocked unconscious. Roll vs. HT every 30 minutes to recover. Otherwise, triple normal damage.

Advanced Injury Rules

Different types of weapon affect different parts of the body in different ways. An arrow through the head, for instance, is bad news — but the same arrow through the foot is little more than a nuisance.

Cutting and Impaling Weapons

When you choose a specific part of the body as your target, cutting and impaling weapons can do special damage.

If the target is hit on the head, all damage that penetrates armor (and the skull's DR) does *twice* normal damage. Thus, a crushing blow does double damage. A compound or cutting blow does *three* times basic damage. And an impaling blow to the head does *four* times basic damage!

If you hit the foe's *vital organs* with an impaling weapon, the damage that gets through the armor is *tripled!* Vital organs cannot be targeted except with an impaling attack.

If you hit the foe's *arms, legs, hands,* or *feet* with an impaling weapon, there is *no* damage bonus; the damage is not multiplied at all. An arrow wound to a limb is fairly trivial; an arrow in the head can kill.

Crippling Injuries

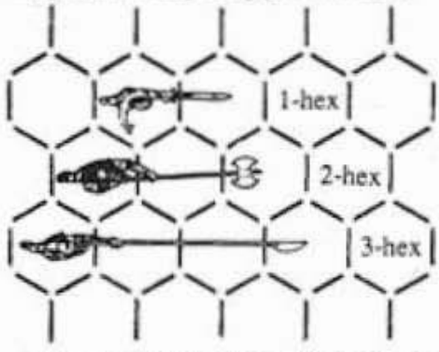
If the target is hit on a limb, and enough damage is done, the limb is crippled . . . crushed, slashed, or badly burned, as the case may be.

A fighter immediately loses the use of a crippled limb. This can cause him to fall, drop a weapon, etc. See the chapter on *Injuries and Fatigue,* p. 53, for more detail.

A crippling injury automatically *stuns* the victim (see next page).

Striking at Weapons

You may strike at a weapon because you want to take its user alive . . . or because (in the case of a polearm) the weapon is the only thing you can reach.



If you can strike into the foe's hex, or one of the hexes *directly* in front of him (see diagram), you can strike at his weapon. And, if you stand still, you can always strike at a weapon on the turn immediately after it struck or feinted at you.

(continued on next page)

The penalty to strike at a weapon is -5 for a knife, wand, pistol, or other very small weapon, -3 for a polearm, and -4 for any other weapon. A hit on a weapon may *chop through* the wooden shaft of an axe or polearm, and knock down or break a metal weapon.

Cutting Through a Weapon

To chop through a wooden shaft (destroying the weapon) you must hit it with a cutting weapon. Only *basic* damage counts — there is no 50% bonus when you cut an inanimate object. Typically, a spear or axe would have a wooden shaft 2" in diameter, which would have a DR of 3 and 8 hit points. A well-made *polearm* would have a 2" shaft protected by metal facings; it would have a DR of 4 and 12 hit points. Keep track of the damage your weapon takes! For more information on the amount of damage that weapons (and other items) can take, see pp. 51-52.

Breaking a Sword

To break a foe's sword, rapier, knife, or other blade weapon, you must strike it with a cutting or crushing blow. It takes 4 hits of damage *in a single blow* to break a knife, foil, or rapier, 6 to break a shortsword or saber, 8 to break a broadsword, 10 to break a bastard sword. If your weapon is at least 3 times the weight of the weapon you are attacking, or if your weapon is of better quality (see p. 13), then it takes only half as much damage to break the enemy's weapon. If the enemy's weapon is of better quality than yours (see p. 13) it takes *twice* as much damage to break it.

Any weapon can be broken by parrying a heavier weapon. If you parry a weapon of at least 3 times the weight of your own weapon, there is a ⅓ chance that your weapon will break!! This becomes a ⅙ chance if you have a *fine* weapon, or a ⅓ chance for a *cheap* weapon.

Knocking a Weapon Away

To knock a weapon from the user's hand, you must hit it with a crushing or cutting weapon. If the *basic* damage from the blow exceeds half your foe's ST, he must make his own ST roll or drop the weapon.

Fighters using the Fencing skill are an exception to this. If a fencer strikes an opponent's knife or (one-handed) sword, he may specify that he is attacking to disarm. Roll the attack normally. If the attacker hits, roll a *quick* Contest of Weapon Skills. If the attacker wins, his foe is disarmed.

Defense Against Weapon Attacks

You may dodge an attack on your weapon. You may parry, if your weapon is ready — in effect, you are turning your weapon so the foe's blow misses or slides off harmlessly. You may *not* block an attack on your weapon.

Critical Head Blow Table — roll 3 dice

Use this table only when a critical hit is rolled on a head blow.

3 — Foe is killed instantly!

4, 5 — Foe is knocked unconscious. Roll vs. HT every 30 minutes to recover.

6 — Foe is hit across both eyes and blinded. Use "crippling" rules to determine whether eyes can heal (roll separately for each). Foe is stunned and fights at -10 DX for the rest of the battle.

7 — Foe is blinded in one eye. Use "crippling" rules to determine whether it can heal. Foe is *stunned*, and will fight at -2 DX for the rest of the battle.

8 — Foe is knocked off balance; he may defend normally next turn but may do nothing else. The blow also does normal head-blow damage.

9, 10, 11 — Normal head-blow damage only.

12 — If the attack was a crushing blow, it does normal head-blow damage *and* the foe will be deaf for 24 hours. If it was a cutting or impaling blow, it does only 1 hit damage, but the foe's face is scarred.

13 — If the attack was a crushing blow, it does normal head-blow damage *and* he may be permanently deafened (use "crippling" rules to see if he recovers). If it was a cutting or impaling blow, it does only 2 hits damage, but the foe's face is badly scarred.

14 — Normal head-blow damage. Foe flinches and drops his weapon (if he has two weapons, roll randomly to see which is dropped).

15-18 — Normal head-blow damage, *and* foe is *stunned*.

Stunning

A character can be stunned four ways: by damage of more than ½ his HT anywhere, by damage of more than ⅓ his HT to the *head*, by a crippling injury, or by a critical hit.

A "stunned" character can do *nothing* until his next turn. At the beginning of his next turn, he must roll against his basic HT to see whether he recovers. If he succeeds, he can act normally on that turn and thereafter. A failed roll means he can make no maneuvers, and all his defenses are at -4 . . . The "stunned" state continues until he can make his HT roll and snap out of it.

This rule is realistic, but *deadly*. If you want to play without it, go right ahead.

Critical Misses

The opposite of a "critical hit" is a "critical miss." You suffer a critical miss when you roll *very badly* on your attack roll. A roll of 17 or 18 is always a critical miss. A roll that exceeds your needed roll by 10 or more is also a critical miss. Example: You need a 6 or less to hit. A roll of 16 or more is a critical miss! You may break your weapon, throw it away, or even hit yourself.

When you roll a critical miss, you should immediately refer to the table below and roll 3 dice. Apply the results immediately. Note that some results call for you to roll again to "confirm" an especially unlikely fumble.

Obviously, if your effective skill is 7 or more, you will not get a critical miss unless you roll a 17 or 18. Therefore, skilled fighters won't fumble very often . . . unless they try a difficult blow, or attack under adverse conditions.

Critical Misses on Defense Rolls

A defense roll of 17 or 18 always fails *disastrously*. If you tried to *dodge*, you lose your footing and fall. If you tried to *block*, you lose your grip on your shield and must take a turn to re-ready it before you can block again (its passive defense still counts). And if you tried to *parry*, then you go to the Critical Miss table.

However, if you try any defense and roll a 3 or 4, then your *foe* goes immediately to the Critical Miss table. You "faked him out," or knocked the weapon

from his hand, or otherwise defended *very* well. Exception: against a *ranged* attack, a 3 or 4 has no special effect.

Critical Miss Table — roll 3 dice

3, 4 — Your weapon breaks and is useless. Exception: Certain weapons are resistant to breakage. These include *maces, flails, mauls, metal bars,* and other solid "crushing" weapons; *magic weapons,* which are very resistant to breakage; and certain finely-made weapons you may encounter from time to time. If you have a weapon like that, roll again. Only if you get a "broken weapon" result a second time does the weapon really break. If you get any other result, you drop the weapon instead.

5 — You managed to hit *yourself* in the arm or leg (50% chance each way.) Exception: If this was an impaling or ranged attack, roll again. It's hard to stab yourself, but it can be done. If you get a "hit yourself" result a second time, count *that* result — half or full damage, as the case may be. If you get something other than "hit yourself," count that result.

6 — As above, but half damage only.

7 — You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.

8 — The weapon turns in your hand. Spend one extra turn to ready it before you use it again.

9, 10, 11 — You drop the weapon. Exception: A *cheap* weapon *breaks.*

12 — As #8, above.

13 — As #7, above.

14 — Your weapon flies from your hand — 50% chance straight forward or straight back. Roll one die to see how many yards it flies. Anyone on the target spot must make their DX roll or take half damage from the falling weapon! Exception: If this was an impaling attack, you simply drop the weapon, as per #9 above. A missile weapon will not fly from your hand — it just drops.

15 — You strained your shoulder! Your weapon arm is "crippled" for the rest of the encounter. You do not have to drop your weapon, but you cannot use it, either to attack or defend.

16 — You lose your balance and fall down! (Ranged weapon users — see #7.)

17, 18 — Your weapon breaks. See #3 above.

Unarmed fighters: Any "weapon breaks," "weapon drops," or "weapon turns in hand" result should be ignored. Instead, take 1-3 damage to the hand or foot you were striking with.

Missile weapon users: A missile weapon will not fly from your hand — it just drops.

Dropped Weapons

A variety of weapon counters are provided with the game. When a weapon is dropped for any reason, place a counter in that hex to indicate the dropped weapon. Any character in that hex, or next to it, can pick up the dropped weapon. It takes one turn to kneel in the weapon hex or an adjacent hex, and a second turn to grab the weapon and stand up.

Once you have the weapon in hand, it must be *readied* if it is a weapon that requires readying before use. Thus, it takes two turns of readying for a polearm. It takes a number of turns equal to a shield's passive defense (1 for a buckler, up to 4 for a large shield) to ready it on your arm after you pick it up.

Broken Weapons

Knives, bows, crossbows, slings, and similar weapons are always useless after breaking. For other weapons, roll one die. There is a 50% chance (a roll of 1, 2, or 3) that the weapon shatters and is worthless. There is a 50% chance that it is still *partially* usable — refer to the appropriate paragraph below.

Swords: A broken sword does half its normal cutting damage, but is almost useless as an impaling weapon: "thrust" damage, crushing only (because the tip is gone.) A broken 2-hex sword has only a 1-hex range.

Foils and Rapiers: A broken foil is treated as a dagger, and a broken rapier is treated as a foil. The broken tip does not make the weapon less deadly — just shorter!

Spears: There is a 50% chance the head will break off where it joins the shaft — in which case, you now have a quarterstaff. Otherwise, you have a club, and there is a 1-yard spear, doing normal damage, lying on the ground in front of you.

Battleaxes: There is a 50% chance you now have a club, and a 50% chance the shaft breaks near your hand — in which case, there is a clumsy (-4 to hit) 1-yard axe lying in front of you.

Polearms: It all depends on where it breaks. There is a 33% chance you are left with an 8-foot pole (parries normally, attacks as a blunt pike); a 33% chance you are left with a quarterstaff, and there is a very clumsy (-4 to hit) axe on the ground; and a 33% chance you are left with a short club and there is a clumsy (-2 to hit) 2-hex battleaxe on the ground. Figure skill and damage according to the *new* weapon type!

Axes and Maces: The head is broken off, leaving you holding a short club.

Other Weapons: Use the closest type of weapon listed above, or let the GM make a logical decision about the possibilities (and roll, if there is more than one way for the weapon to break).

Choosing Your Armor — Advanced Rules

When you use the Advanced Combat System, you may purchase armor for six different parts of the body: head, body, hands, feet, arms, and legs. Costs and weights for hands, feet, arms, and legs always assume that a pair is being purchased, since it is rare for anyone to want one sort of gear on one limb and one on the other. However, it is perfectly legal to do this if you want to!

The *Armor Table* (in the pull-out section) gives costs, weight, passive defense, and DR for many different pieces of armor, from cloth to heavy plate.

If this is too complex to be enjoyable, you may simply go back to the Basic System and assume that the passive defense and damage resistance of a suit of armor apply equally to all its parts.

Costs and weight in the two systems are equivalent. However, the Basic armor rules *are* more advantageous to characters using hit location rules, because (for instance) a figure in plate gauntlets has DR 4 on his hands, while a figure in "generic" heavy plate, hit on the hand, has the "generic" damage resistance of 7!

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Advanced Combat System: CLOSE COMBAT

Using the *Move, Step and Attack*, or *All-Out Attack* maneuvers, you may move into an enemy-occupied hex if you can reach it. When you move into an enemy's hex, you may attack him in any of several ways. Attacking a foe in the same hex is *close combat.*

You may also try to *evade* and slip past the enemy without contact. If you use the *Move* maneuver to enter an enemy-occupied hex, you *must* either try to evade, or to *slam* the opponent!

When you enter an enemy-occupied hex, you occupy *half* the hex (see diagram). You have the half of the hex from which you entered; he has the other half. To enter any of the hexes on the enemy's side, you will have to *evade* him and "move through" him — see below.

Maneuvers in Close Combat

Step and Attack Maneuver

You can step into the foe's hex and attack him. If you are already in his hex, you can step out and attack with a 1-hex weapon — or stay in the hex, make a close attack, and step out — *unless* he has grappled you. If he is holding you, you may still choose a maneuver every turn, but you cannot leave the hex until you break free — you're trapped. Possible attacks are:

Grapple. You grab the foe. To do so, you must win a quick Contest of Dexterity (see p. 6); you are at +3! You must have at least one empty hand to grab with. Grappling does no damage, but prevents the foe from leaving until he breaks free, or you let go. You may grapple with both hands, or only with one. If you are holding your foe with both hands, the only further attack you can make is to try for a takedown or pin.

If your foe is kneeling, lying down, etc., you are at +6 on your DX roll. But you must kneel or lie down yourself in order to grab him! You may do this as part of your "grapple" attack (a flying tackle, perhaps?).

Grab the foe's weapon. You must have an empty hand and win a quick Contest of Dexterity. On later turns, you may then try to wrest it from the foe; each attempt takes a full second and requires you to *win* a Contest of Strength. If you *lose* the contest, you lose your grip on his weapon.

Grab the foe's weapon arm. As above, but for a weapon you *cannot* grab (like a dagger). If you win the Contest of Dexterity, you grab the weapon arm or hand. You cannot take the weapon away, but you can force the foe to drop it by winning a Contest of Strength; you could then try to pick up the weapon yourself.

Attack with a legal weapon. If you have a legal close-combat weapon in hand (see sidebar) you can attack with it. Weapon attacks in close combat are at a -2 to hit.

Attack bare-handed. This may be an ordinary punch (damage depends on strength); an attempt to bite (1-4 damage for ordinary human teeth, more for some creatures); or a punch using the Karate or Brawling ability (see below).

Attempt a takedown. You may only do this if your foe is standing and you have already grappled him. Roll a Contest of Skills: your ST *or* DX (whichever is better) against your foe's ST. (If *you* are already on the ground, you have a -5 penalty.) If you win, your foe falls down in the same hex *and* any adjacent hex (your choice — remember, a prone man occupies two hexes). If he was holding you, he loses his grip. If you lose, *you* suffer the same effects! If nobody wins, nothing happens.

Weapons for Close Combat

Most weapons cannot be used in close combat. The exceptions are knives and daggers; certain magic items; brass knuckles and similar devices; and anything else small and easily managed.

Weapon attacks (except for fists) are at -2 in close combat.

Brass knuckles will add +2 to the damage you do with your fists. A set of brass knucks (one for each hand) costs $30 and weighs one pound. Brass knuckles cannot be grabbed by the enemy or dropped accidentally.

A *blackjack*, or "sap," can only be used in close combat or when you are adjacent to an unsuspecting foe. Treat a blackjack attack as a punch, doing +2 damage.

Shields in Close Combat

In close combat, a shield becomes a potentially deadly nuisance. It still provides its passive defense. However, it hampers *you* while your wear it. *Any* attack you make in close combat (except for the *initial* slam or step-and-attack, when you move into the foe's hex) has a penalty equal to the passive defense of your shield!

Any DX roll you attempt in close combat, *after* your first turn of close combat, has the same penalty.

It takes one turn, with a successful DX roll, to get rid of your shield during a close combat.

Attempt a pin. You may only do this if your foe is already on the ground. Roll a Contest of Strength. The *heavier* fighter gets +1 to his roll for every 10 pounds he has over his foe. If you win, your foe is *pinned* and helpless; you must stay there to hold him down, but you can free one of your hands for other actions. If you lose or tie, nothing happens.

Break free. For maneuver purposes, this is an "attack," even though it does no damage. If you are being grappled, you cannot move away until you break free by *winning* a Contest of Strength. Your *foe* is at +10 if he has you pinned, +5 if he has you pinned but is only using one hand, or +5 if you are not pinned but he is holding onto you with both hands.

If you successfully break free, you may immediately move one hex in any direction. Note: If your foe falls unconscious, you are automatically free!

Slam. This attack is described below under the *Move* maneuver.

Step and Ready Maneuver

Draw a weapon. This should be a weapon you can use in close combat (see sidebar, p. 38). Use the *Step and Ready* maneuver (even if you can't step) to draw a weapon from its holster, or to pick it up off the ground in your hex or an adjoining one. Make a DX roll to get it successfully. A critical failure (17 or 18) means you *dropped* the weapon while trying to draw it!

If you have the Fast Draw skill, you may use it in close combat — but you must make *two* rolls, one (vs. DX) to get the weapon, and one (vs. your skill) to get it *fast.*

Change Position Maneuver

You may change positions freely during close combat. Exception: If you are on the ground and pinned, you cannot change positions unless you can break free, as described above.

Move Maneuver

Slam. You may try to slam your foe when you *first* enter his hex. You are trying to run into him and knock him down. You cannot make a slam attack if you start in the same hex with your foe!

To hit your foe, roll a *quick* Contest of DX. He is at a -2 if you entered from the side; you win automatically if you entered from behind. If you win (or tie), you slam into him; if you lose, he avoided you, and you must move at least two more hexes, if you have that much movement left.

If you slam into your foe, *each of you* must make a ST roll, with the following modifiers, to see if you fall down:

+2 if you moved more than one hex toward the foe, or if you were running last turn and moved one hex this turn.

-2 if the *foe* moved more than one hex toward *you*, or was running last turn and moved one hex this turn.

-2 if the *foe* has a medium or large shield.

-2 if the foe slammed you from behind.

Anyone who misses his roll is knocked down, and may also be knocked *backwards* — see sidebar. Note that a shield helps knock your foe down, and that your foe is more likely to keep his feet if he was also running toward you!

A slam attack does no damage to either fighter unless he rolls a 17 or 18 on his ST roll. In that case, he takes (1-2) damage. Armor will protect against *all but one hit* of this damage.

Escape. If you start in the foe's hex and he is not grappling you, you can move out of the hex through any of the three hexes on "your side" of the combat hex. You cannot leave through the hexes on the foe's side unless you can *evade* him — see below.

Evading

"Evading" is moving "through" the foe, to leave the hex on *his* side. You can attempt this as part of any maneuver that allows movement.

Stop Thrusts

A "stop thrust" is a weapon defense against a charging foe. If you are on your feet, or kneeling, and have a thrusting hand weapon ready, you can try a stop-thrust against a foe trying to move into your hex from one of your *front* hexes.

As soon as the foe enters your hex, make your own attack roll with your thrusting weapon. If you hit, your foe may attempt any legal defense.

If you miss your attack roll, or if you make your attack roll and your foe defends, he automatically slams into you or evades you — his choice!

But if you hit your foe and he fails to defend, your weapon automatically does maximum damage! You do not need to roll. Your weapon does the most damage that it can possibly do!

If this kills your foe or knocks him down, he falls in the hex next to yours (or 2 hexes away, if you had a long weapon). If it does not kill him or knock him down, he automatically slams into you or evades — his choice.

After a successful stop thrust, your weapon takes one extra turn to ready (even if it is a sword or knife), for obvious reasons . . .

Snap Shots

If you have a missile weapon ready to fire at the moment a foe enters your hex, you may fire it at him. This is a "snap shot" (even if you were aiming at him, the aiming bonus is lost) but it is also at point blank range. These factors cancel out, so you fire at your normal skill with the weapon.

Proceed as for a stop thrust, above: roll to attack, and then let your foe roll to defend. If you hit your foe, roll normally for damage — a missile weapon does *not* automatically do maximum damage at close quarters.

You *cannot* evade if a foe is holding you. You must also have enough movement to get out of the enemy hex! If your movement ends in the enemy hex, you *cannot* evade on that turn.

First, ask your foe if he is trying to stop you. If he chooses to let you go, you have *automatically* "evaded." No roll is needed.

If your foe wants to stop you, roll a quick contest of DX, with *your* DX modified as follows:

–5 if the foe is standing up.
–2 if the foe is kneeling.
+2 if you entered the hex that turn, from his right or left.
+5 if you entered the hex that turn, from *behind* him.
+5 if the foe is lying down.

If you win, you have evaded him and you are free to move out. If you lose or tie, he got in your way and stopped you.

Free actions (combine with any maneuver in close combat)

Release your grip. Let go of the foe, if you are grappling him.

Throw away your weapon. This is automatically successful and takes no time. You may do this to get a useless weapon (e.g., a sword) out of your way, or to deprive the foe of any chance to grab a useful weapon (e.g., a blackjack) from your hand.

Other Maneuvers

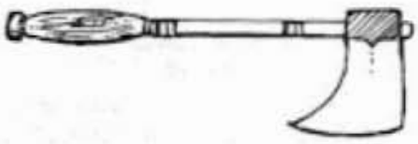
All-Out Attack, All-Out Defense, Feint, Aim, Concentrate, and *Wait* maneuvers are not possible in close combat. Any close combat is — by definition — almost "all-out" anyway, and the other maneuvers require a degree of planning and coordination that is impossible when you are nose-to-nose with your opponent.

If you want to try some other action during close combat, the GM will be the judge of its feasibility.

Defense in Close Combat

The only active defense that works in close combat is *Dodge.* Exception: if you have the Judo or Karate skill, allowing you to parry bare-handed, you can use the Parry defense.

You *may* choose to "dodge and retreat" in close combat, *if* the enemy is not holding you. Add 3 to *your* defense and back out of the hex — that is, leave on your side, moving one hex! If the enemy has hold of you, you cannot escape from the hex by retreating.



Multiple Close Combat

Any number of people may be involved in a close combat. This can be difficult to show with miniatures — especially if some figures are standing and other figures are lying down. A good compromise is to allow a fighter to declare himself in "close combat" with an opponent while still in the next hex.

Up to two figures may combine in an attempt to take a single foe down; up to three may combine in an attempt to pin a single foe. In either case, use the ST (or DX) of the attacker with the best score, and add ½ (round down) of the ST or DX of each of his helpers.

Knockback from Slam Attacks

When one fighter knocks another down in a slam attack, there is a chance the fallen fighter will be knocked *backwards* as well as down. This happens only when one fighter keeps his feet and the other falls.

Roll a *quick* Contest of Strength. If the fallen fighter wins or ties, he is not knocked backwards. But if he loses, he is knocked back one hex for every 2 points by which he lost — round down, but always at least 1 hex. Any wall, fighter, or other obstruction will stop him. If he hits another fighter, he stops in the hex *with* that fighter, who must make a roll (ST+3 or DX+3, whichever is better) to avoid falling down himself!

This rule holds true even if the fighter who initiated the slam attack is the one who is knocked down!

Striking Into a Close Combat

If you are not, yourself, involved in a close combat, but your allies are, you may want to help them. You can do this by standing outside the close-combat hex(es) and striking at a foe who *is* in close combat.

Your attack is at a –2, plus any modifier for the foe's position (lying down, for instance). If you hit, your foe's only legal defense is to dodge.

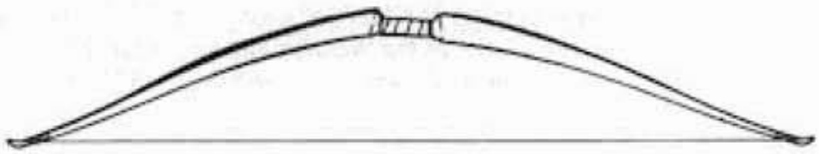
If you *miss*, or if your foe successfully dodges, you may hit someone else in the hex. Roll randomly to see who you "attack" first, if there is more than one other fighter in the hex. Each attack roll you make, whether it is against a friend or foe, is at a flat 9. If you hit, the victim may dodge. Keep rolling until you run out of targets or you actually hit someone.

Advanced Combat System:
RANGED WEAPONS

7

A "ranged weapon" is any weapon that is used at a distance. This includes thrown weapons, missile weapons, beam weapons, and (in a magical world) many types of hostile magic. ***Man to Man*** does not cover gunpowder or higher-tech weapons, but they use the same system and will be presented in a supplement.

With any ranged weapon, you may make two types of attacks: a "snap shot" or an aimed shot. A snap shot — one made without taking time to aim — costs you a -4 to your attack roll. If you aim for one turn, you attack at your regular skill level. You may aim for up to three more turns, getting a further +1 to your attack for each turn of aiming.



Types of Ranged Weapons

There are several different types of ranged weapons, each with its own characteristics.

Thrown Hand Weapons

If a hand weapon is designed to be thrown, anyone may throw it by rolling against the appropriate thrown-weapon skill. Thrown-weapon skills are different from regular weapon skills. For instance, the Knife-Throwing skill is *not* the same as the Knife skill, even if you are using the same knife. The general Throwing skill gives you a bonus for throwing *any* weapon (or anything else you have handy).

A thrown hand weapon does the same damage it would do if used normally. The *Weapon Table* indicates which hand weapons can be thrown.

Thrown Objects

Throwing a brick, rock, flask, or similar object is considered an attack. Use your *Throwing* skill, or DX, modified for range (see below).

A rock or similar item weighing a pound or less can be thrown 3.5 yards *times* your basic ST. For characters of normal ST (7 and above) it does 1 hit *less* than your basic Thrust damage. (For detailed rules on throwing things of all weights, see p. 50.)

Missile Weapons

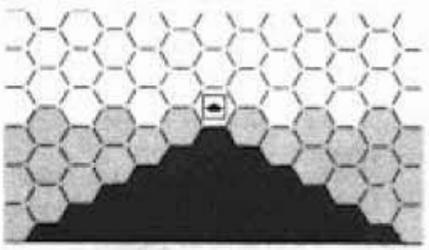
Missile weapons include bows, crossbows, and slings. A missile weapon's range and damage are governed by its user's ST.

Crossbows are slightly different; range and damage are governed by the *bow*'s ST. You may use a weaker bow than your ST. If you use a heavier bow, it does more damage — but it takes longer to cock. A crossbow of your ST or less takes 2 seconds. A crossbow with ST 1 or 2 greater than yours takes 6 seconds. A crossbow with ST 3 or 4 greater than yours requires a "goat's foot" device to recock each time — this device weighs 2 lbs., costs $50, and cocks the bow in 20 seconds. (Remember that in addition to cocking time, it takes one turn to ready an arrow — unless you have Fast-Draw for arrows — and one turn to place the arrows on the bow.)

You cannot use a crossbow if its ST exceeds yours by more than 4.

Arc of Vision

If you have a ranged weapon, you can attack into any of the *unshaded* hexes to your front, as shown below. This is your "arc of vision." A character with Peripheral Vision can fire into any hex in *his* arc of vision, as shown by the gray hexes.



Fast-Draw for Archers

If you learn Fast-Draw for *arrows* (or crossbow bolts — same skill), a successful Fast-Draw roll will let you ready an arrow in "zero time." This will shave one second off your overall readying time with your bow.

However, the penalty for missing a Fast-Draw is greater for an archer. If you miss your roll, you *drop* the arrow. But on a critical miss — a 17 or 18 — you drop your whole *quiver!* Picking up each arrow is a separate "ready" action from then on, and you can't fast-draw an arrow that's lying on the ground.

Shooting Blind

If you have a ranged weapon, you may attack someone outside your arc of vision by "shooting blind." Your attack is at a -10 hit penalty, or a maximum "to hit" roll of 9, whichever is worse. (This means that, as Murphy's Law predicts, you are often *less* likely to hit your target than anyone else in the vicinity.) Needless to say, you cannot get a bonus by aiming. See "Hitting the Wrong Target," p. 44.

Pop-Up Attacks

A pop-up attack is a special Attack maneuver in which you emerge from cover, move one hex or less, throw a weapon, and *return* to your cover — in the space of one turn. This would also be possible with a *one-handed* missile weapon . . . but all such weapons are high-tech.

A pop-up attack is by definition a snap shot (–4 to hit). There is an extra –2 penalty because you can't see your target at the beginning of your turn — making a pop-up attack –6 in all.

Pop-up attacks include ducking around a corner, around a tree, out of a trench, and the like.

While you are out of cover to throw your weapon, you *may* be attacked by anyone targeting that hex with opportunity fire. Your only legal defense is a Dodge; if you dodge and retreat, your own attack is aborted.

Aiming

The *Aim* maneuver is used to target a single foe when you have a thrown or missile weapon, or to target a single hex when you are planning to take opportunity fire. Aiming slows down your rate of fire, but makes you more accurate.

If you fire without taking a turn to aim, it is a "snap shot," and your attack roll is at a –4. If you take a turn to aim, you can attack at your normal skill. You get a +1 bonus for each additional turn you aim, up to a maximum of +3. However, if you do anything else (including moving or an active defense) your aim is lost!

Taking a turn to aim also eliminates the –2 penalty for firing from an obstructed hex, or one with bad footing.

If you are in a suitable position for "bracing" your missile weapon, taking even one turn to aim gets you an extra +1 to hit. A snap shot does not get this bonus.

If your target moves while you are aiming, your aim is unaffected. However, if you lose sight of the foe, all Aim bonus is lost!

Thrown Weapons

Throwable weapons include knives, axes, and spears. Each of these is a different "thrown weapon" skill.

Thrown weapon skills are actually easy, as "combat" skills go. They improve quickly with practice. They are only considered difficult, in today's world, because few people practice!

Calculating Range

Any thrown or missile weapon (with a few high-tech exceptions) is most accurate at "point blank" range. After that, its accuracy drops with distance. At very long range, its force will be spent and it will do less damage.

Therefore, for each ranged weapon, four numbers are listed. These distances are given in yards. Each range except point-blank is a function of *your strength* (or the strength of your crossbow). A strong man can fire farther, more accurately.

Point-Blank Range: This is the first number listed. At this range or less, you get a +4 bonus to hit. A *missile* weapon does +1 damage at point-blank range. However, if you are using your *default* skill with a *thrown* weapon, you don't get a bonus to hit!

Range Increment: The second number is the *range increment*. This is the distance in which your effective skill drops by 1. Obviously, the range increment for a thrown knife is very small. The range increment for a strong man's bow is very large! If your target is outside point-blank range, the hit penalty is equal to the *number of increments* to the target. Round *down*. If your target is less than 4 increments away, round down to 3; your hit penalty is –3.

Half Damage: The third number for each weapon is "half damage range." This is the range at which the power of the weapon has fallen off so much that it only does half its normal damage (roll normally, and then divide the result in half, rounding down). Realistically, most weapons lose striking power gradually as air resistance slows them down, but a detailed calculation would be unplayable.

Maximum Range: The fourth number given for each weapon is *maximum range*. No attack is possible beyond this range, because the weapon won't reach that far.

Some sample range numbers:

Weapon	*Point-Blank*	*Increment*	*Half Damage*	*Maximum*
Knife	2	1 yard	ST–5	ST
Axe	2	2 yards	ST	ST×1.5
Baseball or rock	3	5 yards	ST×2	ST×3.5
Spear	3	3 yards	ST	ST×1.5
Longbow	5	ST	ST×15	ST×20
Composite bow	As above, but increase user's effective ST by 2.			
Crossbow	As for bow, but increase user's effective ST by 5.			

Examples of Range Calculation

A *thrown axe* has a point-blank range of 2 yards and a range increment of 2 yards. Suppose your Axe Throwing skill is 10. At 2 yards or less, you get a +4 bonus: your effective skill is 14. At 3 yards (one increment) your effective skill is at –1, so you need a 9 or less. At 8 yards (4 increments) your effective skill is at a –4. And so on.

You have a ST of 12 and a *longbow*. Your skill is 15. The target is 200 yards away. The increment for a longbow is "ST" — which is 12 for you. 200 divided by 12 is 16.6 — round down to 16. You would attack that target at a –16. Better aim for a long time, and cross your fingers!

Note also that the "Half Damage" range for a longbow is ST×15. 200 yards is greater than your ST×15, so you will only do half damage if you hit it.

Firing Upward and Downward

Firing downward increases the distance you can fire a ranged weapon; firing upward decreases range. This is not likely to matter at short distances, but can be important at long range.

Firing downward: For every two yards of elevation you have over your target, subtract 1 yard from the effective distance. Example: You are 40 yards away from your target, and 10 yards higher. Subtract 5 yards from effective range. You fire as though you were only 35 yards away. Note: Whenever this

formula would reduce the effective range to less than half the *real* ground distance, use half the real ground distance instead.

Firing upward: For every yard of elevation from you to your target, add 1 yard to the effective distance. Example: You are 40 yards away from your target, and 10 yards lower. Add 10 yards to effective range. You fire as though you were 50 yards away.

Cover and Concealment

If you hide behind something, you will be a harder target for thrown and missile weapons. The better the cover, the harder you will be to hit; anyone shooting at you must target an exposed part of your body. Some examples:

Head only: –5 to hit.

Head and shoulders exposed (i.e., firing a weapon from a trench): –4 to hit.

Body half exposed (i.e., firing from behind a tree, or standing behind a small embankment): –3 to hit.

Behind light cover (i.e., a screen of branches): –2 to hit.

Behind someone else: –4 for each human-sized figure in the way. See *Attacking Through an Occupied Hex*, p. 44.

You can also make yourself a harder target, even without cover, by crouching or lying down:

Lying prone without cover: –4 to hit.

Lying prone behind minimum cover (i.e., a body) with head up to observe: –5 to hit.

Lying prone behind minimum cover, keeping head down: –7 to hit.

Crouching or kneeling without cover: –2 to hit.

Head only: -5 to hit.

Head and shoulders exposed: -4 to hit.

Body half exposed: -3 to hit.

Behind light cover: -2 to hit.

Behind someone else: -4 to hit, see above.

Lying prone without cover: -4 to hit.

Lying prone, minimum cover, head up: -5 to hit.

Lying prone, minimum cover, head down: -7 to hit.

Crouching or kneeling, no cover: -2 to hit.

Based on these examples, GMs can interpolate a reasonable penalty for any exotic method of concealment the players may devise.

If you are using the "hit location" rules, you may target specific parts of the body (e.g., the head), at specific "to hit" penalties. Do *not* add these modifiers to the ones listed above unless some extra difficulty is really being added. Example: If only the target's head is showing, the penalty to hit it is the same –5, whether you consider it "aiming at the head because you want to," or "aiming at the head because that's all that's exposed."

Opportunity Fire

A character with a thrown or missile weapon may stand still, watching a specified area, and fire as soon as a target presents itself. This is called *opportunity fire.*

To take opportunity fire, you must choose the *Wait* maneuver. Your character is now staying still, facing the direction you choose and watching for a target *in a specified area.* If a target appears, you *must* fire (or throw) your weapon; this takes place *immediately.* You may do *nothing* else that turn. If no target appears, you simply wasted that turn.

The area to be "covered" must all be within your arc of vision (see p. 41). The larger the area you have to watch, the greater the penalty when you fire, as follows:

One or two hexes being watched: –4

Three or four hexes being watched: –5

Five or six hexes being watched: –6

Seven to ten hexes being watched: –7

More than ten hexes being watched: –8

You may also specify a single straight line, and say that you will fire at the first target that crosses that line. The penalty for this kind of opportunity fire is –5. All normal penalties for range apply to opportunity fire.

If you want to keep your foes from knowing where you are planning to fire, just tell the GM secretly.

If two or more characters are taking opportunity fire at the same target, they all fire; their shots are effectively simultaneous.

When you announce that you will take opportunity fire, you *must* fire at the first enemy that appears in the designated area! The GM should make sure that players carefully specify the area they are watching for opportunity fire.

Opportunity shots are snap shots; the –4 snap shot bonus is included in the penalties listed above. However, if you are watching a *single hex*, you can Aim while you wait for a target. This will give you the normal aiming bonus when you finally fire.

Each turn you wait for a target counts as a turn of aiming. However, if you are watching more than one hex, you cannot get an aiming bonus at all.

Other "Opportunity" Actions

The *Wait* maneuver can be used for *any* "reflex action" you want to plan in advance — i.e., "If Dora sees any orcs, she will pull this rope immediately — otherwise, she does nothing." No action can be taken as a "reflex" unless it can be done in a *single motion.* The GM's decision is final.

Oil Flasks

A staple of fantasy combat is the "oil flask" — a primitive Molotov cocktail. An earthenware flask is filled with flammable oil. A rag is tied to the outside. Light the rag and throw the flask; when it hits, it will break, spilling flaming oil.

However, this weapon *is* fantasy. Until the 18th century, no flammable, hot-burning liquid was available. (Alcohol is flammable, but burns with a cool flame. Pitch is sticky but will *not* flare up instantly.)

Still, in a *fantasy* game, you may use this weapon. Just assume that the ancient secret of "Greek fire" was not lost.

It takes one second to ready a flask hanging at your belt; one second to light its "fuse" if you have a torch or candle; one or more seconds (optional) to aim; and one second (an Attack maneuver) to throw it.

A flask will always break if it hits the floor. There is a 5/6 chance that the fuse will stay lit and catch the oil on fire. It will produce a 1-hex pool of fire, with tiny spatters all around. Place a marker to indicate that the hex is on fire.

If your target is a person, he may dodge or block (but not parry). A dodge means the flask hits his hex (but not him). A block means the flask breaks on his shield — see below.

If a flask hits a *living being*, it will always break if its target is wearing plate. Otherwise, there is a 50% chance it will bounce into an adjacent hex (choose randomly) and break on the floor. If the flask breaks on a shield or living being, there is a 4/6 chance that the fuse will ignite the oil.

Oil from a flask will burn for one minute — longer than most combats will last.

Being on fire (or in a flaming hex) does (1-1) damage per turn. Toughness *does* protect you; so does armor — up to a point. See *Heat and Flame*, p. 46, for details.

If your *shield* is on fire, you may use it normally (the fire is on the outside). But the shield must be discarded after the battle. If you are using the Shield Damage rules (p. 46), the shield takes one hit per turn for one minute or until the fire is put out.

Disadvantages: Because a flask is so fragile, there is a 4/6 chance of breakage for each flask on your belt if you fall down. Also, a foe may strike at a flask on your belt (-5 to hit); it automatically breaks if hit. In either event, you will be soaked in oil from the waist down. If you enter a fire hex, you will catch fire yourself.

Attacking Through an Occupied Hex

You can target an enemy if you can draw a straight line between *any* part of your hex and *any* part of his without passing through a solid obstacle. A straightedge is a useful tool for determining this. However, if your chosen straight line passes through an occupied hex, the figure(s) in that hex are in the way. You may hit them if you miss your intended target — see below.

Any character in the way (friend or foe) gives you a -4 penalty. If your attack passes through several occupied hexes, add the total penalty for *each* character in the way!

If your attack passes along a line *between* two hexes, there is *no* penalty unless *both* hexes are occupied. If they are, treat it as a *single* occupied hex.

Someone on the ground is never "in the way" unless you, too, are on the ground. Someone kneeling or sitting is not in the way unless *either* you *or* your target is also kneeling or sitting.

Hitting the Wrong Target

If you attack with a ranged weapon, and *miss*, you may hit someone else. You must check for this if you fail your attack roll.

Any character (friend or foe) may be hit if he was in your line of fire. To determine this, check the line along which you attacked. Any hex this line passed through is "in the way." Characters who are kneeling or on the ground are not in the way unless you, too, are at their level or you rolled a critical miss.

Because hitting the wrong target is a matter of pure chance, your attack roll against each character is the same: a flat 9 — or the number you would have had to roll to hit them on purpose, whichever is *worse*.

Roll first for the target closest to you. If you miss (or if the target dodges) roll for the next closest target, and so on. Keep rolling until you hit someone, or your attack is blocked or parried, or you run out of targets. If your attack went along a line between two occupied hexes, roll randomly to see which one you check first.

Anyone (friend or foe) gets the same defense against this attack that they would have had if it had been directed against them intentionally.

Overshooting

If you *make* your attack roll, but your foe blocks or parries successfully, your weapon or missile has been knocked to the floor. There is no chance that you hit anyone.

If your foe *dodges*, the weapon/missile went *past* him and may hit someone else. Proceed as above, but start with the closest character on the *other side* of your foe. (You already know you didn't hit anybody *between* you and the foe, or he would not have had to defend.)

Scatter

When you *throw* a flask or similar object, you may say that you are "lobbing" it with a high trajectory rather than throwing it in a straight line. You still pick one hex to aim at, and make your attack roll in the usual way. But you do not have to worry about anybody who might be in your way. And if you miss, your flask will hit fairly close rather than shooting past!

If you miss your attack roll, roll 1 die and add it to the number by which you missed your roll. This is the distance (in yards) by which you missed your target.

To determine the *direction* of your miss, roll one die. Take the direction *you* are facing as #1, the next direction clockwise as #2, and so on. Your flask misses in that direction, by the number of yards specified above.

SPECIAL COMBAT SITUATIONS

8

This chapter describes various optional rules and unusual situations that may come up during an adventure. GMs should read through these rules and use as many, or as few, as their own campaigns require.

Subduing A Foe

At times, you will want to subdue an enemy without killing him. Knockout gas, magic, and similar tricks are the best way to take prisoners — most weapons are entirely *too* final! But if you need to defeat someone without harming him, and you have only ordinary weapons, you still have several options:

Disarm him. You can do this by striking at his weapon (see p. 36) to knock it out of his hand or break it. Of course, he may not surrender even then.

Pull your punches. You do not have to strike with your full strength. You can always choose to use less strength — as much or as little as you like — when striking with your hands or with a weapon. Example: If your normal damage with your sword is 2+1, you can say "I'm using less strength; I only want to do 1 die of damage." You can specify any amount of damage you want, but you still have to roll the dice to see how much you actually did.

Turn your blade. You can strike with the flat of a sword or axe. The weapon then does the same basic damage but gets no damage bonus. You can also turn a spear around and poke with the blunt end. Again, it does the same basic damage but no extra damage for impaling.

Pin him. If you can engage the foe in close combat, you can "pin" him and then tie him up. This takes about a minute, and requires ropes.

Surprise Attacks And Initiative

When the players surprise a group of adversaries, or vice versa, the party that is surprised may not be able to react immediately. In this case, the attackers should get one or more "free turns." The GM is responsible for determining when the attackers have achieved surprise.

Note that a character with Combat Reflexes is rarely surprised. He will never "freeze." His side gets a +1 on initiative (+2 if he is the leader, but not cumulative for more than one character). He also gets a +6(!) on his IQ roll to recover from surprise. Most wild animals automatically have Combat Reflexes.

Total Surprise

When the defenders are totally taken by surprise, they will "freeze." The GM rolls one die. This is the number of seconds that passes before the defenders can react at *all*, unless they have Combat Reflexes. Adventurers, guards, and the like will rarely be taken totally by surprise unless they are actually asleep. But total surprise would be appropriate if a group of werewolves came charging through the door of the local library.

After the initial "freeze" ends, each defender must roll against his basic IQ at the beginning of each turn. A successful roll means that character can move and act normally *for the rest of the combat.* A failed roll means that character is still mentally "stunned." A really stupid character, taken totally by surprise, could miss the whole combat!

Partial Surprise

This may occur when the defenders were expecting trouble — or when each party surprised the other! The GM should require each side to roll for *initiative.*

Dirty Tricks

Creative players will constantly be inventing new combat tricks — for instance, throwing sand in an enemy's face to blind him. This presents a problem for the GM. On the one hand, creativity should be encouraged; it makes the game more interesting. On the other hand, tricks only work when they're new and original. If sand in the face worked every time, barbarian warriors would leave their swords at home and carry bags of sand instead!

The best solution is to let "tricks" work once — maybe twice — and then assume that word has gotten around. If you, as the GM, think that the players' clever idea is a good one, you should give it a fair chance to work. But remember that elaborate tricks can fail elaborately . . . and word gets around. The first Trojan Horse was a great success. It hasn't worked since then.

IQ and Dirty Tricks

Often, a GM will find it appropriate to require an IQ roll when a clever trick is attempted. Depending on the circumstance, the GM may:

(a) make the *trickster* roll vs. his IQ to pull the trick properly;

(b) make the *victim* roll vs. his IQ to see through the trick;

(c) require a Contest of IQ to see which one outsmarts the other.

No hard-and-fast rule can be given. Just remember: nobody who takes an IQ 8 fighter should be allowed to play him as a genius!

Mass Combat

A very large battle — one involving over 20 fighters — can last a long time. If this is not your cup of tea, you may want to limit yourself to the Basic Combat System in long fights, just to save time.

In particular, *sequencing* (remembering who goes in what order) can make a mass combat play very slowly. This is a good time to use the "clockwise around the table" rule. Note: If the combat starts with the two sides right next to each other, the first side to attack will have an advantage . . . so be realistic, and let the fighters start out at some distance from each other.

Damage to Shields (an optional rule)

This rule allows shields to take combat damage, eventually becoming worthless. Do *not* use this rule unless you are willing to tolerate some bookkeeping in order to achieve more realistic combat!

Whenever you make a defense roll by only the number of points of your shield's passive defense, the blow hit your shield. For instance, if you have a large shield (4 points protection), and your total defense roll is 12, then any roll of 9 through 12 missed you but hit your shield. Any blow that hits your shield can damage it.

Any wooden shield has an inherent damage resistance of 3 — equivalent to an inch of wood, or thinner wood with a 1/8" metal facing. Subtract 3 from any blow your shield takes before you assess damage to the shield.

Shield Damage Table

Shield type	*PD*	*Damage*
Improvised	1 or 2	varies
Buckler	1	5/20
Small	2	5/30
Medium	3	7/40
Large	4	9/60

PD: This is the passive defense of the shield.

Damage: This is given as two numbers separated by a slash. The first number shows the amount of damage, in one blow, that will penetrate the shield. For instance, 5 hits in a single blow will penetrate a buckler or small shield. If a shield is penetrated by a *crushing* or *cutting* weapon, you are not hurt, but the shield is rendered useless. If it is penetrated by an *impaling* weapon, the weapon comes through and hits you, with its force weakened by as many points of damage as the shield took. Except for that damage, the shield remains intact.

The second number shows the *total* damage your shield can take. Most medieval shields were wood, or wood with a thin layer of metal. After one good battle, a shield was worthless. Keep track of the total number of hits your shield takes for you. When this total is exceeded, your shield is destroyed!

Computing the weight and damage numbers for all-metal shields will be left as an exercise for those who want to carry that much weight!

To determine who gets the initiative, the leader of each side rolls one die. Add 1 to your roll if you are *smarter* than the other leader. The side whose leader has the highest adjusted roll will "get the initiative." (The GM can add other bonuses or penalties as he sees fit — for instance, if he thinks that one side was more alert than the other.)

If one side is totally leaderless, the GM rolls for them. They get an automatic -2 to initiative. (This does not apply to animals.)

The side that gets the initiative can move and act normally. Each character on the other side is mentally stunned and must roll vs. IQ each turn, as described above, to snap out of it. However, with partial surprise, each character gets a +1 bonus to IQ on the second turn, +2 on the third turn, and so on — so even the stupid characters will catch on after a few seconds.

If the initiative roll is a tie, nobody was taken by surprise.

Attacking With A Shield

A shield is an excellent defense against low-tech weapons, but it can also be used offensively. To attack with a shield, you must have the Shield skill.

Shield Bashing

A shield "bash" is an attack. It can only be made against a foe in your front or left hexes. Roll against your Shield skill to hit. The foe may dodge or block, but not parry. A shield-bash does damage as though you were striking with your fist, *plus* 2 points.

Some shields are spiked, and do an extra point of damage in a bash attack. However, this is not treated as impaling damage, because the spikes are typically blunt and short. As a rule, "chivalric" shields are not spiked, but a barbarian or Viking shield might be. A spike adds 5 pounds to shield weight and $20 to cost.

Shield Rushes

A "shield rush" is an attempt to knock your foe down by slamming into him with a heavy shield. You must have a medium or large shield. A successful shield rush will knock the foe down. See p. 39 for details.

Other Hazards

Armor is designed to protect against weapon attacks, and its DR value reflects this. But many other hazards can befall an adventurer. Some examples:

Heat and Flame

A torch, wielded as a weapon, does ordinary "club" damage plus one point for the flame. However, if the enemy has armor or skin of DR 2 or better, he will not be endangered by the flame and will take no extra damage. Certain magical weapons may also flame, doing more extra damage than ordinary fire.

Sometimes you will have to walk *through* fire. The commonest sources of fire are flaming oil (see p. 44); burning rubble (as a side-effect of combat); and magic. For game purposes, a hex is either "on fire" or not.

If you spend *part* of a turn in fire, you will take (1-3) damage. If you spend *all* of a turn in fire (or on fire), you will take (1-1) damage.

Armor protects you *completely* against ordinary heat or flame for a number of turns equal to its DR. After that, it stops *some* damage, with its own DR. Example: heavy leather protects against all damage for 2 turns. After that it stops 2 hits each turn; the rest gets through.

A shield offers no protection if you are walking *through* flame. It can block a *jet* of flame (dragon breath?), as it would block any other attack. If you have to go *near* a source of intense heat, but not actually *in* it, the shield's PD will help (it reflects the heat). Increase the PD by 50% (round down) if it is highly polished.

Freezing

Cold can be deadly, but only magic or super-science can produce cold quickly enough to affect a combat. Armor offers its normal protection against such "instant" cold. But it is no protection at all against cold *weather*.

Against "normal" freezing weather, make a HT roll every 30 minutes. A failed roll costs you one HT point *and* one point of Fatigue. This assumes that you are wearing normal winter clothing. Subtract 5 from effective HT if you are wearing light clothing; add 5 if you are dressed for really cold weather.

Reduce your effective HT by 1 for every 10 degrees below zero.

Falling

When you fall, roll for damage as follows:

1 or 2 yards: (1–4) dice of damage per yard

3 or 4 yards: (1–3) per yard

5 or more yards: (1–2) per yard

If you have something soft to land on, subtract 1 point per yard fallen. If you land in deep water, take *no* damage unless you fell more than 20 yards — then take 1 die of damage.

Example: If you fall 5 yards, you would take (5–10) damage — that is, roll 5 dice and subtract 10 from the result. If you roll 5 yards but land on something soft, roll 5 dice and subtract 15 from the result.

Any armor has its normal DR in a fall.

Smoke and Poison Gas

Internal effects: On any turn when you must breathe thick smoke, roll against (HT+3). If you miss your roll, you choke and lose one hit point. (Remember that a 17 or 18 is an automatic failure!) Any real-world protection against smoke will help you here. Armor will *not* help unless it includes a genuine gas mask . . . unlikely in a medieval setting!

Some poison gases are much harder (or impossible) to resist, and do much more damage when inhaled. Toughness does not help against internal damage.

External damage: Some poison gases attack the skin. Clothing protects the covered areas completely for only two turns — then the gas has full effect. Armor protects completely for five turns; then the gas takes effect. Toughness applies its damage resistance to the external effects of gas.

Examples of poison gas: Tear gas *chokes* you if you breathe it, doing 1 point damage per turn. Roll vs. HT to resist. Damage ceases when you become unconscious. Tear gas also *blinds* you if it gets in your eyes. Roll vs. HT to resist. All physical skills are at -5 if you are weeping from tear gas.

Mustard gas chokes you if you breathe it, doing 2 points damage per turn. Roll vs. HT to resist. Damage continues until you die. It also blinds you, as per tear gas, if it gets in your eyes. Finally, it does (1–3) damage per turn to unprotected *skin*, even if you have a gas mask; damage continues until you die. (Realistically, mustard gas does not kill you that cleanly; you can linger for hours or days. But the fatal damage occurs very quickly.)

(Obviously, tear gas and mustard gas will not be found in a medieval combat; they are used as examples because they're familiar.)

Insects and Loathsome Crawlers

Stinging insects, slimy vermin, and similar horrors are treated like skin-affecting gas (above). Clothing will keep them off for two turns, armor for five. After that, they attack you, doing whatever damage they can do. The result of an insect attack can range from harmless misery to quick death.

However, once bugs or slimes get into your clothes, they *stay* there, and will continue to do damage until you can get rid of them. A quick bath in the nearest body of water might be a good idea.

Most insects attack by injecting poison, so Toughness is no help. Some creepy-crawlers attack by *eating* you, and Toughness is a *big* help there!

Hit Location from a Fall

If you are using "hit locations," you may roll on the following table to see what *type* of injury you sustain from a fall. Roll two dice:

2: Hit head. Knocked out. Roll vs. HT every 30 minutes to see if you come to.
3: Both arms crippled.
4: Both legs crippled.
5: Right leg crippled.
6: Left arm crippled.
7: Right arm crippled.
8: Left leg crippled.
9, 10: General bruises, but no special injury.
11, 12: Hit head. Stunned.

If you took less than 5 hits of damage, any "crippling" result will automatically recover within 10 minutes. Otherwise, it's a break or bad sprain, and you must roll against HT to see if you can recover (see p. 54). But such injuries are usually "clean," so you get a +5 bonus to your effective HT for this roll.

Poisoned Weapons

Poisoned weapons are unchivalrous, unsporting, expensive, and usually less effective than their users would like. But they have their advantages . . .

Poison may be applied to any cutting or impaling weapon. It takes effect only if the weapon actually does damage to the victim. Unless specified otherwise, a poisoned weapon will only take effect the first time it hits someone; after that, most of the poison will have worn off. Three *unsuccessful* strikes with a poisoned weapon (blocked or parried) will also cause the poison to wear off.

Anyone hit with a poisoned weapon may immediately roll against their basic HT. A successful roll will negate or lessen the effect of the poison.

Some sample poisons:

Caustic tar. A preparation of powerful alkali and sticky pitch. Costs $30 per dose. Causes intense pain, but does no real damage (victim loses no HT, but has an -1 to his skill, for the next hour, for *each* time he is hit with the poisoned weapon). A successful HT roll prevents this effect. Caustic tar adheres well to a weapon; roll 1 die each time it strikes, and the tar wears off only on a 1 or 2.

Wolfsbane. A vegetable poison, often found on savages' weapons. Common wolfsbane might cost $40 per dose. Does 2 dice damage and causes numbness and spasms (reduce victim's DX and weapon skills by 4 for two hours). A successful HT roll will prevent any effect.

Cobra venom. Very costly ($100 per dose). Must be relatively fresh. Does 3 dice of damage, or 1 die if the victim makes his HT roll.

Special Movement and Actions

These rules are not just for combat — they can be used in non-combat situations as well. For instance, if escaping from a pit requires you to make a high jump or throw a grapnel, here's how . . .

Note, though, that a good GM will *not* spend all his time working out formulas to see if something succeeded. Unless the players are trying something *very* difficult, just let them do it and keep on with the game!

Running

Normally, running is just a series of *Move* maneuvers. But sometimes characters will have to run a *long* distance . . . to catch a plane, avoid a bomb blast, escape the savage pygmies, or whatever! In such cases, the GM does not play out every single step of the way — he just needs to figure out *how much time* the sprint will take. If the distance to be run is over 500 yards, your average speed will be less. The higher a character's Speed, the faster he can run (the Running skill *does* help here).

For distances of 10 to 500 yards, each point of *basic* Speed is good for 1 yard/second, and you can add one more yard per second for the "sprint bonus" if the ground is good. So, if you have a Speed of 7, you can run 8 yards per second. (That would work out to a time of 12.5 for the 100-yard dash. The world record is about 9.0, which would indicate someone with an effective Speed of 10, sprinting 11 yards per second!) Do not round down your Speed when figuring long-distance running. A speed of 5.5 would let you run 65 yards in 10 seconds . . .

For distances of 500 yards to a mile, you will run just half as fast as indicated above. So, if you have a Speed of 7, you can run 4 yards per second over a long distance, if the ground is good. That works out to 7 minutes 20 seconds for a full mile.

These figures assume the runners have *no encumbrance!* Divide the speeds by 2 for light encumbrance, by 3 for medium encumbrance, by 4 for heavy encumbrance, by 5 for extra-heavy encumbrance. The moral is this: if you have to run very far, drop your load first!

Exhaustion from Running

After every 100 yards of top-speed running, each character must roll against HT. A failed roll means he takes one point of *fatigue*. Keep in mind that when your ST is reduced to 3, your Speed is halved . . . and when ST reaches zero you fall unconscious.

Climbing

Climbing requires the *Move* maneuver, if you are forced to climb during combat. Regardless of encumbrance, a normal human character can manage about 3 ladder-rungs a second going up, or two per second going down. Any climbing done during combat movement will only last a little while, and will be inspired by rage or terror — so it will go faster. For a *long* climb, use the speeds in the second column.

Type of Climb	*Speed for Short Climb*	*Speed for Long Climb*
Ladder going up	3 rungs per second	1 rung per second
Ladder going down	1 rung per second	1 rung per second
Ordinary tree	1 foot per second	1 foot per 3 seconds
Ordinary mountain	1 foot per 2 seconds	10 feet per minute
Vertical stone wall	1 foot per 5 seconds	4 feet per minute
Modern building	1 foot per 10 seconds	2 feet per minute

Carrying Weapons (and other things)

You cannot use a weapon or shield unless it is "ready." At any time, you may have (at most) two one-handed weapons ready — *or* a weapon and a shield — *or* a two-handed weapon.

But you may *carry* more weapons than this. A weapon can be carried in a variety of ways.

First, it can be *in hand* (whether or not it is ready). This is the *only* way to carry a bow or most weapons with a reach of more than one hex: balanced in one hand or slung over a shoulder. They don't make holsters for halberds! The number of items you can have in hand is limited by your number of hands — usually two . . .

Second, it can be carried in a scabbard, or a leather loop hanging from your belt. It takes one *Step and Ready* to draw a weapon carried like this, and two seconds of *Step and Ready* to *return* a weapon to a scabbard or belt-loop. Greatswords and bastard swords are the only "long" weapons that can be carried this way; a greatsword scabbard hangs at your back, and the weapon is drawn over your shoulder. Theoretically, you could have a dozen weapons hanging at your belt or scabbarded about your person. In practice, anybody who carries more than one or two extra weapons (plus a dagger) is usually being unrealistic, or just silly. The GM is the final arbiter.

Third, a weapon can be carried inside a pack, pocket, et cetera. It will take time to find a weapon that is packed away like that: roll 1 die for your pocket, or 2 dice for a pack, and take that many seconds to find the item. You must take a pack off before you can search it; roll 1 die to see how long *that* takes. Your encumbrance is the only limit on the number of weapons you can carry this way.

Jumping

In most cases, when someone wants to jump over something, the good GM will simply say "Okay, you jumped over it," and get on with play. Jumping over an "ordinary" obstacle counts double — that is, jumping over 1 hex counts as 2 hexes of movement. But it is automatically successful. Only if the obstacle seems really significant, or if the GM put it there as a deliberate hazard, should you resort to mathematics to see if the character could make the jump! But, when you need them, the rules are as follows:

The distance that a character can *jump* is determined by his ST score. For an "ordinary" jump — no die roll required — the maximum distances are as shown below:

High jump: 3 times your ST score, minus 10 inches — i.e., ST of 11 lets you jump 23 inches straight up.

Broad jump: Your ST score minus 3 feet — i.e., ST of 11 lets you jump 8 feet from a standing start. Remember that each hex equals 3 feet, or 1 yard.

Running broad jump: As above, but add 1 foot for every yard of "takeoff" run, up to double your broad-jump distance.

Combat At Different Levels

Suppose you want to jump onto a table and strike down at the foe? Or suppose you have to fight your way up a staircase? If you and your foe are at different levels, the vertical distance affects your chances to hit and defend.

These distances assume that bare hands, or weapons with a one-yard reach, are being used. If a fighter has a weapon with a two-yard reach, he attacks as though his foe were 3 feet closer, but a foe with a one-yard weapon would get no corresponding advantage when striking back. Example: An attacker with a greatsword, standing 6 feet below his foe, attacks as though his foe were only 3 feet higher.

One foot of vertical difference, or less: Ignore it.

Up to two feet of vertical difference: Ignore it unless you are using hit locations. In that case, the higher fighter has a -2 hit penalty to attack feet and legs, and a +1 hit bonus against the head. The lower fighter has a +2 bonus to hit feet and legs, and a -2 hit penalty against the head.

Up to three feet of vertical difference: As above, but the lower fighter also *subtracts 1* from his defense roll, and the upper fighter adds 1 to his defense.

Up to four feet of vertical difference: As above, but subtract 2 from the lower fighter's defense; add 2 to the upper fighter's defense. The upper fighter *cannot* strike at the lower fighter's legs or feet.

Up to five feet of vertical difference: The lower fighter *cannot* strike at the upper fighter's head, and the upper fighter *cannot* strike at the lower fighter's feet or legs. Subtract 3 from the lower fighter's defense; add 3 to the upper fighter's defense.

Up to six feet of vertical difference: The upper fighter may only strike at the lower fighter's head; no special bonuses or penalties. The lower fighter may *only* strike at the upper fighter's feet and legs; no special bonuses or penalties. Subtract 3 from the lower fighter's defense; add 3 to the upper fighter's defense.

Over six feet of vertical difference: Combat is impossible unless the fighters adopt some strange position (i.e., the upper fighter lies down and reaches over the edge). In that particular case, he would effectively bring himself three feet closer, and his foe could strike at his head and arm. The GM may offer appropriate bonuses and penalties for any odd tactics that the players employ.

Distances are set by common sense and mutual agreement (beforehand, if possible). Some examples: Ordinary stairs rise 8 inches per step (for simplicity, you may want to call them 1 foot). The seat of a chair is less than two feet tall. An ordinary dining table is less than 3 feet tall. The counter in a shop is about four feet tall. The hood of a car, or the bed of a wagon, is about three feet tall. The roof of a car, or the seat of a wagon, is over four feet tall.

Lifting And Moving Things

Under ordinary circumstances, the GM should let players lift whatever they need to, without worrying about it. But when very heavy weights are involved, a check against ST may be necessary. The maximum weight that you can lift is governed by your ST score, which should come as no great surprise by now. All weights are in pounds.

Jumping During Combat

The high-jump and broad-jump distances given in the text assume the character takes at least a couple of seconds to crouch and prepare himself for the jump. Halve the distances given if you jump with *no* preparation.

If you jump over a small obstruction during a fight (one hex in size, less than a couple of feet tall) you must use a *Move* maneuver; the jump costs 1 extra movement point. This is the same cost as to step *into* an obstructed hex; it takes just as long to step around a body as to jump over it. But some obstructions (a man-trap, for instance, or a pool of lava) should *not* be stepped into . . .

If you jump over a larger obstruction (a pile of bodies, a chair, etc.), or jump *onto* something during a fight (a table, for instance), it is a *Move* maneuver; you can do nothing else that turn. Unless something really extreme is being attempted, assume that any fighter is capable of making any jump, and get on with the battle (do not calculate ST and distance every time somebody wants to jump onto a chair!).

You must make a DX roll when you jump. If you fail the roll, you fall down, and you will have to take the next 2 turns to stand up. If you roll a 17 or 18, you fall *off* the thing you jumped onto, taking (1-2) damage for each yard you fell.

If you don't want to risk making the DX roll, but you do want to climb onto that table, you can take *two* turns of *Move* instead of one, and "scramble" to the top. No DX roll is required.

If you have to make a *long* jump during a fight (down into a pit, for instance, or over some huge obstruction), subtract 5 from your DX and *then* roll. Otherwise, play it as described above.

Extra Effort When Jumping

You can always try to make an *extra effort*, and jump a little bit farther than the distances above. For a *high jump*, subtract the extra distance (in inches) from your ST or DX, whichever is better, and roll against that attribute. A successful roll means you made the jump.

For a *broad jump*, divide the extra distance (in inches) by 4, round up, and subtract from ST or DX. A successful roll means you made the jump.

For a *running broad jump*, divide the extra distance (in inches) by 6, and proceed as above.

Any time you put in extra effort on a jump — whether you succeed or fail — you lose 1 ST to fatigue.

Extra Effort When Lifting Things

If you are not quite strong enough to lift something, you may make an *extra effort*. This increases the weight you can handle. Roll against your ST, subtracting 1 for an extra 10% of weight, 2 for an extra 20% of weight, and so on.

A successful roll moves the item, but costs you 1 point of *fatigue*. A failed roll means you did not move the item, and you strained yourself trying; lose 1 ST to fatigue and one HT to actual damage. This "strain" cannot be cured by First Aid — only by rest (see *Injuries*, p. 53).

Danger! Falling Objects!

In a battlefield full of falling objects, sooner or later you will stop one yourself. To calculate the damage done by a falling object, round its weight off to the nearest 10 pounds, and the distance it fell to the nearest 10 yards. Multiply the number of 10-pound and 10-yard increments, and take that many dice of damage. Example: a 20-pound rock, falling 30 yards, does (2×3) = 6 dice of damage. A 43-pound suit of armor, falling 39 yards, does (4×4) or 16 dice of damage.

"Terminal velocity" is reached after an object falls far enough that air resistance stops further acceleration. Exact terminal velocity depends on the falling object. For simplicity, treat any fall of more than 200 yards as 200 yards.

A very *light* object, or one that falls a short distance, does less damage. Any weight or distance of less than 5 should be rounded up to 10 — but *halve* the final damage. Example: a 4-pound weight falling 29 yards does *half* of (1×3) damage. Rather than roll 1½ dice, you can roll 3 dice and halve the result, rounding down.

An object of less than 5 lbs. falling less than 5 yards, does only ¼ die of damage — so unless you roll 4 or more, the damage is zero!

If a large item is just tipped over onto you, rather than falling freely, treat it as though it had fallen just a few yards — in other words, use the 10-yard formula, and halve the damage.

Any *bulky* object — over 50 lbs. and/or 6 cubic feet — will impede the movement of anyone it falls against. The victim may only move one yard on the next turn. Furthermore, his active defense is reduced by 3 (distraction!). This is a good time to use the *All-Out Defense* maneuver.

If you drop a rock on someone, treat it as a thrown-weapon attack and make your DX (or Throwing) roll normally. Your victim cannot avoid the rock unless he knows it's coming. If he's aware of it, let him make his Dodge roll, or roll against his basic DX (whichever is better) to avoid it. But note that passive defenses like armor and shield might deflect a falling rock, but *not* a boulder or piano!

One-Handed Lift: Maximum weight is equal to 6 times your ST.

Two-Handed Lift: Maximum weight is equal to 25 times your ST.

Carry on Back: Maximum weight is equal to 30 times your ST. Every *turn* that your encumbrance is over 20×ST (that is, "extra heavy" encumbrance) costs you 1 *Fatigue*. See p. 55.

Drag on Floor: Maximum weight is equal to 40 times your ST. If you can brace yourself and shove with your feet, you can move twice this weight for a short distance.

Pull on Wheels: Maximum weight is equal to 100 times your ST (200×ST on a smooth, flat road). You can move up to twice this weight for a *little* while — 1 Fatigue every turn.

A light item is picked up with the *Ready* maneuver. It takes 2 full seconds to pick up a heavy item (weight in pounds greater than your ST).

Shoving Things And Knocking Them Over

In combat, you will often want to knock something down — to block the way, to inconvenience your foe, et cetera. For maneuver purposes, this is an attack. To knock a table over, for instance, you "attack" the table.

The weight you can knock over this way — whether by kicking, body-blocking, shoving, or whatever — is equal to 10 times your ST. Players and referees should allow any reasonable attempt to be *automatic*, rather than calculating every time. For heavy objects, go ahead and calculate if there is a disagreement. "Extra effort," as described in the sidebar, *can* be used.

If you take a running start — that is, if you take your full movement for one turn and *then* run into something — you can knock over twice as much weight. The GM can also make allowances for precariously balanced objects, to make them easier to tilt. Use common sense. Make it fun.

When something is knocked over, place a counter (homemade, if necessary) to indicate its new location. Characters will then have to jump over it, move it again, or otherwise deal with it.

Throwing Things

Anything you can lift — i.e., anything with a weight of 25 times your ST or less — can be thrown. If you're trying to hit a specific target, roll against DX-3 or your Throwing skill (see p. 10). To lob something into a general area, roll against DX.

Throwing an object (whether as an attack, or not) uses the *Step and Attack* maneuver. A heavy item (weight in pounds greater than your ST) will require two seconds to lift.

The distance you can throw an object depends on its weight and your strength. Round the object's weight *down*, refer to the table below, and multiply the distance given by *your ST*. The result is the distance, in yards, that *you* can throw that object. GMs: Don't bother with the math unless you *really* need a precise answer! Otherwise, if an attempt seems reasonable, allow it and get on with the game.

If you have the Throwing skill, divide it by 6 (round down) and add the result to your ST to determine how far you can throw things. This applies only to *general* Throwing skill, not weapon skills.

Weight	*Distance*	*Weight*	*Distance*	*Weight*	*Distance*
1 lb. or less	3.5	7.5 lbs.	1.0	40 lbs.	.3
1½ lbs.	3.0	10 lbs.	.8	50 lbs.	.25
2 lbs.	2.5	15 lbs.	.7	60 lbs.	.2
3 lbs.	1.9	20 lbs.	.6	80 lbs.	.15
4 lbs.	1.5	25 lbs.	.5	100 lbs.	.1
5 lbs.	1.2	30 lbs.	.4	200 lbs.	.05

Very light objects, and things so oddly shaped that they cannot be thrown, don't go as far as "normal" objects; the GM can allow for this if he wants.

If an object weighs more than 25 times your ST, forget the formula. You can barely carry it. You can't pick it up by yourself, or throw it.

Damage from Thrown Objects

If you are hit by a (blunt) thrown object, the damage it does depends on its *weight* and the *strength* with which it was thrown. Multiply the object's weight by the strength used to throw it and refer to the table below. This table does *not* take sharp edges into account; don't use it for weapons.

ST	*½ to 10 lbs.*	*10.1 to 50 lbs.*	*50.1 to 100 lbs.*	*over 100 lbs.*
5- 6	1-5	1-4	1-5	—
7- 8	1-4	1-3	1-3	—
9-10	1-3	1-2	1-2	1-3
11-12	1-2	1-1	1-1	1-2
13-14	1-1	1	1	1
15-16	1	1+1	1+2	1+2
17-18	1+1	1+2	2-2	2-1
19-20	1+2	2-2	2-1	2

Note that, especially at lower strengths, a heavier missile does *not* necessarily do more damage, because it can't be thrown with any real force.

A fragile object (or a thrown character) will *take* the same amount of damage as it *does*. Roll damage separately for the thrown object and the target.

Attacking Inanimate Objects

There are many situations in which you will want to attack *something* rather than *someone*. Go right ahead. It can't hit back. Any inanimate object will have a DR (damage resistance) representing its innate "toughness," and a HT (hit point) score, representing the amount of damage it can take before it is cut, broken, or smashed.

To attack an object:

(1) *Figure hit penalty for size.* A very small object is harder to hit; a huge one is easy to hit. Take into account the way you are attacking. If you chop at a table leg from the side, for instance, you've got nearly 3 feet of target area, and it's a "half man-sized" target. But if you *thrust* at it from the front, your target is much harder; it would count as "small."

The table below gives the "to hit" modifiers for *unmoving* objects of typical sizes. Use the modifier for the next largest size.

Tiny (a button, for instance): -1.
Small (a drinking glass, for instance): +0.
Medium (a basketball, for instance): +1.
Large (a beachball, for instance): +2.
Half man-sized: +3.
Man-sized: +4.
Twice man-sized: +5.
Over twice man-sized: +6.

There is no extra bonus for very large objects. At that point, you are essentially certain to hit it with your weapon, and you're just rolling to see if you hit it *right.*

(2) *Roll to hit,* as with a normal attack. If you hit it, you *really* hit it. An inanimate object gets no defense roll. Range *does* subtract from your attack roll.

(3) *Roll damage normally for your weapon.*

(4) *Subtract the object's damage resistance.*

(5) *Apply the remaining damage to the object.* Edged and impaling weapons do not get a "damage bonus" — that only applies to living targets. When the object's "hit points" are reduced to zero, the object has been cut, broken, or otherwise destroyed.

Examples of Throwing Things

Suppose your ST is 12. You have a 2-pound grenade. The distance for 2 lbs. is 2.5 yards — times your ST of 12 is 30 yards. You can throw the grenade 30 yards.

Suppose your ST is 16. You have a 50-pound sack of flour. The distance for 50 lbs. is .25 yards; 16 times .25 is 4, so you can throw that sack 4 yards.

Suppose your ST is 14. You are holding the unconscious body of a 120-lb. companion, which you must get across a six-foot crevasse. 120 rounds down to 100, which has a distance of .1 yard. 14 times .1 is 1.4 yards — *less* than six feet. If you throw your friend across, he will fall in — so you had better not try! (Of course, you will not be allowed to work this out in advance. Try to guess right!)

Moving Targets

The "hit penalties" for various objects assume the target is *unmoving.* But what if it's moving?

Slow movement: -1 to your attack. This would be something traveling less than a yard per second, in a predictable way.

Faster movement: -2 or -3 to attack, depending on GM's judgment. This is still an object moving in a predictable way.

"Human movement": -4 to your attack. This represents a target that moves about the way a man or large animal moves in combat.

Unpredictable movement: -7 to your attack. The flight of an insect is the perfect example of unpredictable movement.

Invisible movement: This category includes things like bullets. Nobody can hit them on purpose! The GM may allow you a chance to hit by blind luck (a roll of 3 or 4, or maybe only on a 3).

Some examples:

A rat is small (+0) and moves unpredictably (-7). Total penalty: -7.

A man is man-sized (+4) and moves like a man (-4). Total penalty: 0. Which is as it should be . . .

A floating balloon is medium-sized (+1) and moves slowly (-1). Total penalty: 0.

A closing trapdoor is half man-sized (+3) and moves fairly quickly (-2). Total bonus: +1.

A moving car is more than twice man-sized (+6) and moves quickly but predictably (-3). Total bonus: +3.

Damage Resistance and Hit Points for Some Typical Objects:

Thing	*DR*	*Hit Points*	*Weapon to use*
Light rope (⅜" diameter)	1	2	Any
Heavy rope (¾" diameter)	3	6	Edged
Hawser (1½" diameter)	4	10	Edged
Steel cable (¼" diameter)	2	8	Not impaling
Steel cable (½" diameter)	4	16	Edged
Steel cable (1" diameter)	6	30	Axe
Wooden pole (1" diameter)	1	3	Any
Wooden pole (2" diameter)	3	8	Not impaling
Wooden pole (3" diameter)	4	12	Edged
Wooden pole (4" diameter)	6	20	Axe
Wooden pole (6" diameter)	6	30	Axe
Wooden pole (8" diameter)	6	50	Axe
Bronze/iron bar (½" diameter)	1	4	Not impaling
Bronze/iron bar (1" diameter)	3	20	Axe or hammer
Bronze/iron bar (2" diameter)	3	60	Axe
Steel bar (½" diameter)	2	6	Axe or hammer
Steel bar (1" diameter)	6	25	Axe
Steel bar (2" diameter)	8	80	Axe
Wallboard (½" thick)	1	5	Not impaling
Plywood (½" thick)	3	15	Not impaling
Wooden slab (1" thick)	2	10	Any
Wooden slab (2" thick)	4	20	Not impaling
Wooden slab (3" thick)	6	30	Axe, hammer, club
Thin iron/bronze (⅛")	3	6	Not impaling
Thin iron/bronze (¼")	4	12	Axe, hammer, club
Iron slab (½" thick)	6	25	Axe, hammer, club
Iron wall (1" thick)	8	50	Axe, hammer, club
Thin steel (⅛")	4	10	Not impaling
Thin steel (¼")	6	20	Axe, hammer, club
Steel slab (½" thick)	7	40	Axe or hammer
Steel wall (1" thick)	8	80	Axe
Brick wall (3" thick)	6	40	Axe, hammer, club
Concrete wall (6" thick)	4	60	Axe or hammer
Stone wall (6" thick)	8	90	Axe or hammer
Stone wall (12" thick)	8	180	Axe or hammer

Using the Table

Almost any attack on an inanimate object can be generalized as (a) cutting through a rope or bar; (b) breaking through a flat surface; (c) smashing a solid object to rubble. Use the listing nearest to the object you're attacking; modify as appropriate.

HT of a bar or rope is the damage required to cut it. HT of a wall or slab is the damage required to force a man-sized hole. *Impaling* damage of the listed amount will make a *small* hole in a slab.

A complex object will have two HT listings. The first *breaks* it and makes it nonfunctional; the second *destroys* it. For example, a weapons locker might have a DR of 4 (thin steel), and HT of 20/50. If you use it to block the door, it will take 50 hits to reduce it to rubble. But it only takes 20 hits to ruin it as a locker!

"Weapon to use" is intended as a guideline for the players and GM, rather than a hard and fast rule. In general, just make sure that the weapon being used is one that could reasonably affect its target!

Use common sense when determining whether a given attack *can* hurt a given object. A hard-driven spear could easily penetrate a door, but that would not break the door down. A club is unlikely to damage a basketball unless the basketball has nowhere to bounce. A sword may eventually cut down a door, but the sword will be dulled before the job is over. And so on.

INJURIES AND FATIGUE

9

The life of a warrior is not all song and glory. You get tired. You get your clothes dirty. You may actually get *hurt*, or, even worse, *dead*.

Injuries

Wounds and other injuries cause bodily damage, or "hits." Your HT (health) score tells how many hits you can take. A character who goes down to 0 hit points will soon fall unconscious. You *can* survive with a negative hit point total.

The average character has a HT score of 10 to 12. It should be obvious from the Basic Weapon Damage table (p. 12) that this much damage can often be done by just one or two blows! This is realistic. Remember that most weapons are *levers* (to vastly increase your strength), or impaling devices to reach your foe's vital organs. In reality, a man of average strength can kill another man of average strength with *one* good head blow from a club . . . let alone a good shot with a sword, spear, or gun. Armor helps . . . but fights are deadly.

General Damage (Lost Hit Points)

A character who is wounded enough times will eventually weaken and collapse, even if no single injury is very great. Characters who lose most of their hit points are affected as follows:

3, 2, 1 hit points left: Your Move score is cut in half; you are reeling from your wounds.

0 hit points left: You will soon fall unconscious. However, you *might* not collapse immediately. At the beginning of each turn when you have exactly 0 hits left, roll against your basic HT. A successful roll means you *refuse* to fall, and may take your turn normally. A failed roll means you fall.

-1 hit points: You fall unconscious *immediately*.

-HT hit points: You must make your HT roll (use *basic* HT) or *die*. Another roll is required after each further loss of 5 hit points. If you take 6 or more hits at once, you cross two levels and must make *two* HT rolls. (Example: If your HT is 8, then "-HT" is -8. When you reach -8 hit points, you must make your HT roll or die. If you survive, you must roll again at -13 — and so on.)

If your character is killed, you may wish to keep track of further damage anyway . . . in some game-worlds, a dead character can be brought back to life if some or all of his body is recovered.

But there is a limit even to that. If a character's hit point total goes to -10 times his original HT, his body may have been *totally* destroyed. Whether any portions remain intact will depend on the means of destruction. 200 points' worth of arrow wounds would leave a messy, but recognizable, corpse. 200 points' worth of flaming oil damage would leave nothing but a lump of charcoal.

Knockdown

A character who takes damage of *more* than half his HT in one blow must immediately roll against his basic HT. If he fails the roll, he is *knocked down* by the blow and *stunned* (see below). If he makes his HT roll, he keeps his footing, but he is still stunned.

Stunning

A character may be "stunned" by taking damage of *more* than half his HT in one blow — or by a critical hit or a head blow in the Advanced Combat System.

Example of Injury and Death

Fiendish Friedrick has a basic HT score of 14. He has the ill fortune to be trapped in a dead-end corridor by a huge band of orcs. He fights valiantly — but the orcs keep coming, and Friedrick takes more and more wounds.

When his HT is reduced to 3, his movements slow and falter. Soon he takes another blow which reduces his HT to *exactly* zero. At the beginning of his next turn, he tries his HT roll — and succeeds! Grimly, he hangs on to consciousness, slaying another orc. For the next two turns, he continues to make HT rolls. Each time, he makes the roll (with a HT of 14, it's hard to miss) and stays conscious.

Then he is hit again. His current HT is now *negative*. Instantly, he falls unconscious.

The orcs keep hacking at him. When his HT reaches -14, he must roll 14 or less on 3 dice — or die. He makes the roll. The orcs keep hacking (they're too stupid to cut his throat). At -19 HT, and again at -24 HT, further rolls are required. Each time, he rolls 14 or less, and clings to life . . . at HT 14, he is one tough cookie! But the orcs keep attacking. Eventually, Friedrick will miss a roll; then he is automatically dead. Only strong magic can help him now! And if the orcs keep on hacking until his hits go to -140 (which might take a while) there will not even be a body to revive — just Friedrickburger.

Instant Death

Regardless of HT, anyone can be killed by a cut throat, decapitation, etc. If a helpless or unconscious person is attacked in an obviously lethal way — they're dead. Don't bother to roll for damage, compute remaining hit points, etc.

This does *not* apply to a merely *unaware* victim. If you sneak up behind a sentry, you can't automatically kill him. But you can play it out realistically. Aim for a vital organ and attack; if the sentry is just standing there, he can be attacked as an "inanimate object" (p. 51) and you get a +4 to your roll. Your attack roll will almost certainly succeed. Your victim will get no defense at all unless he's wearing armor. You will probably do enough damage to incapacitate or kill him. But it's not *automatic*.

Effects of Crippling Injuries

Hand: Anything in the hand is dropped. You cannot hold anything (including weapons!) in that hand. You can still hold a shield with that arm, and even block with it, but you cannot attack with it.

Arm: As for a hand — but a character with a lost or crippled hand could still carry something in the crook of the arm, and could eventually get a hook, blade, or prosthetic hand fitted. With a lost arm, this is impossible. Unless the arm has been lopped right off (GM's decision), your shield is not dropped; it hangs in front of you. You cannot block with it, but it still offers its former passive defense, minus 2.

Foot: You fall to the ground. You cannot stand or walk without a crutch, or something to lean on. A character who has lost a foot *can* still fight, if he braces himself against a wall. His maximum Move is now 3. If you have nothing to brace against, you go to a kneeling or sitting position (see p. 29).

Leg: You fall down. If you continue to fight, you must assume a sitting or lying position (see p. 29).

The effects of a crippling injury always last until the fight is over. If the crippled character fails his HT roll, the effects are *lasting* or even *permanent*. Otherwise, they last until all lost HT is restored.

Optional Crippling Rule

Normally, a character is crippled only if he takes enough damage (over ½ HT for a limb, over ⅓ HT for a hand or foot) in a single blow. For more realism, you may keep track of where hits are taken, and let a limb be crippled when its total damage reaches the appropriate level. However, this makes record-keeping more complicated. You may want to use tally marks by the character's picture, or make notes in the "Hits Taken" box.

Excess damage is still lost. For instance, if your HT is 11, then damage of more than 5½ hits (i.e., 6 or more hits) will cripple the arm. Once you have taken 6 hits to the arm and crippled it, further wounds are ignored. Even if the crippling blow theoretically did 20 hits of damage, only the first 6 would count! That way, you cannot be killed by nothing more than repeated blows to the arm.

Last Wounds: An Optional Rule

In the game, it can happen that a sorely wounded fighter is knocked unconscious, or even killed, by a 1-point wound to the foot. There are those who find this unrealistic.

If you wish, use the following optional rule: Once a fighter's HT is reduced to 3 or less, no wound to the arm, leg, hand, or foot affects him at all unless (a) it is a critical hit, (b) it is enough to cripple that limb, or (c) it does 3 or more points of damage at once.

A crippling or blinding injury also causes stunning. A stunned character defends at –4 until his next turn. At that time, he must roll against his *basic* HT to see whether he recovers. A successful roll means he can act normally on *that turn.* A failed roll means he is still stunned and stands there mindlessly . . . The "stunned" state continues until he can make his HT roll and snap out of it. He may act again on the turn he rolls successfully and shakes off the daze.

A surprised or shocked character may also be "stunned" — this is what happens when you get the initiative on a foe (see p. 45). The effects of this sort of stunning are just the same, but you must make your IQ roll, rather than your HT roll, to snap out of it. You're not *hurt* — you're *confused.*

Crippling Injuries

In the Advanced Combat System, you do not take "generic" damage; each wound hits a specific part of the body. Enough damage to a hand, foot, or limb will cripple it. A hand or foot is crippled if (in one blow) it takes hits of *more than* ⅓ your HT. An arm or leg is crippled if it takes hits of *more than* ½ your HT in a single blow. Damage *over* the crippling amount is lost; it does not affect you. Further damage to the crippled limb does not count; ignore it.

A crippling injury may (or may not) take the hand, foot, or limb right off; it depends on the type and amount of damage. For simplicity, any part that has been rendered useless will be referred to as "crippled." Characters who suffer a crippling injury lose the use of the crippled limb (see sidebar).

First Aid and Healing

Much of the HT loss from an injury is due to the shock of the injury rather than the actual physical damage. Therefore, prompt treatment after a fight can restore some of the lost hit points.

Simple bandaging, etc., even done by a totally unskilled person, will restore one lost hit point per fight. This takes 30 minutes per victim. Note that it does not matter how badly you are wounded; the bandaging-up afterwards will only restore one point of HT.

First aid by a trained healer with proper equipment will restore a variable number of hit points, depending on the technology of the first-aid given. Roll for the effectiveness of the help. A *minimum* of one hit point is always restored. This is *not* cumulative with simple bandaging — i.e., sometimes the "first aid" is no more effective than plain bandaging.

Technological level	*Time per victim*	*Hits restored*
Ancient (except Roman)	30 minutes	1–4
Roman or medieval	30 minutes	1–3
Napoleonic/Civil War	30 minutes	1–2
WWI	20 minutes	1–2
WWII — modern	20 minutes	1–1
Near future	10 minutes	1 die

Gradual recovery will cure any number of hits. At the end of each day of bed rest and decent food, the victim may attempt a success roll on his basic HT. A *successful* roll results in the recovery of one hit point.

If the victim is under the care of a competent physician, the rate of recovery may be increased. This, too, will depend on the campaign.

Recovering from Crippling Injuries

At the end of any fight in which a character is crippled, that character makes a roll vs. Health for each crippling injury. A successful roll means that the injury is *temporary*. If and when the character gets back up to full health — i.e., regains all his hit points — the crippling injury is fully healed. Until that time, the character is lame, one-armed, or one-handed, as the case may be.

If the HT roll is failed by *3 points or less*, the injury is *lasting*. A bone was broken, or muscles were badly torn. Roll 1 die. This is the number of months it

will take for the injury to heal fully. (Subtract 3 from the roll for a near-future scenario, 2 for a WWII/modern scenario, and 1 for a WWI scenario — but the period of healing is never less than a month.)

If the HT roll is failed by *more* than 3 points, the injury is *permanent.* It is up to the player and the GM to determine whether the limb was actually lost, or just permanently damaged. It would be logical to assume (for instance) that an axe-wound would cause a clean amputation, while a mace would just pulverize the bone and muscle. In general, effects on play will be the same.

Recovering Without Aid

If you are wounded and left unconscious on the battlefield, you may still survive. If you have not yet had to make a HT roll to survive — that is, if your HT is not fully negative — you will become (barely) conscious in as many hours as your HT is negative. Example: Your HT is -8 after the battle. You will wake up in 8 hours.

When you awaken, you can call for help or even try to drag yourself to shelter. Details are up to the GM, who should be merciful. However, you regain no hit points unless you can get food and shelter — you will remain weak for a long time.

If your HT *has* gone "fully negative" — i.e., HT of -10 or worse for someone with a basic HT of 10 — you are in bad shape. If you can make a roll on basic HT, you will awaken, as above, and can try to help yourself. If you fail the roll, you stay in a coma, and die unless you are helped within 24 hours.

Fatigue

This section is important in continuing campaigns, roleplaying games, and multi-battle scenarios. It is NOT important as long as you are fighting one battle at a time — so if you are playing **Man to Man** *simply as a combat boardgame, skip this section.*

Characters can suffer from "fatigue" due to overexertion, running long distances, casting magic spells, et cetera. You will also suffer fatigue at the end of each battle that lasts more than ten seconds (you expend energy fast when you fight for your life!). The fatigue you suffer at the end of a fight is equal to your encumbrance level, plus 1. That is, an unencumbered fighter suffers 1 point of fatigue. A fighter with extra-heavy encumbrance suffers 5 fatigue!

Fatigue is very different from wounds. When you suffer fatigue, keep separate track of it on your Character Sheet. Fatigue does not affect HT at all, but it causes a temporary reduction of your ST.

While your ST is reduced due to fatigue, any "test of skill," attempt to lift or throw an object, or other use of strength will be made at the reduced ST score. Likewise, your score in any ST-based skill will be reduced by the amount of your fatigue.

However, the basic damage you do with weapons will remain unchanged. This is for playability, to avoid constant recalculation of weapon effects.

Likewise, your Move score is not affected by fatigue *until your ST reaches 3.* At that point, cut your Move in half (rounded down). This also halves your Dodge defense.

When your ST reaches 1 due to fatigue, you collapse on the ground and can do nothing else until you have "rested" (see below) for long enough to recover at least one point of strength.

Recovering from Fatigue

A character suffering from fatigue may regain the lost ST points by resting quietly. Talking and thinking *are* all right; walking around, or anything more strenuous, is *not* all right. Each ten minutes of rest will cure one point of fatigue.

Fatigue caused by *lost sleep* (see sidebar) is automatically regained after one *full* night of sleep, but is not regained *until* you get that night of sleep.

Certain high-tech drugs will remove fatigue. In a magical world, there will also be spells and potions to remove fatigue (and cure injuries, for that matter).

Special Healing Methods

More exotic methods of healing are available in some game-worlds. These techniques can not only restore hit points — they can even heal lost or crippled limbs. Until the full *GURPS* system appears, all such techniques must be left to rules in specific scenarios, or the GM's discretion.

Magical healing is possible if someone knows an appropriate spell. There is no limit to the healing that is possible with a powerful enough spell; even lost limbs can be regained.

Psychic healing is possible in some game-worlds. A good enough Healer can fix almost anything.

Technological super-healing exists in some game-worlds. Sufficiently advanced science can accelerate the body's healing processes to the point where almost any injury can heal quickly. Lost body parts can be replaced by "bionic" prosthetics that are as good as new (or better), or by cloned transplants.

Causes of Fatigue

Fighting a Battle

Any battle that lasts more than 10 seconds will cost fatigue points as follows:
No encumbrance: 1 point
Light encumbrance: 2 points
Medium encumbrance: 3 points
Heavy encumbrance: 4 points
Extra-heavy encumbrance: 5 points

This is a cost per battle, and not a cost per 10 seconds of battle! The GM (or scenario writer) may choose to assess extra fatigue costs for a very long battle — but a fight should run at least 2 or 3 minutes (120 to 180 turns!) before extra fatigue costs would be realistic.

If the day is hot, add 1 extra point to the above, or 2 extra points for anyone in plate armor or an overcoat.

Marching

Exactly as above, for each hour of march. An hour of marching while lightly encumbered would cost 2 fatigue points (3 in hot weather), and so on.

Running

After each 100 yards of running, roll vs. HT. A failed roll means you lose 1 point of fatigue. This is not affected by encumbrance, though heavy encumbrance *will* make you run more slowly (see p. 48).

Overexertion

Carrying more than extra-heavy encumbrance, or pushing a very heavy load, costs 1 fatigue per *turn* (see p. 50). Extra effort when lifting something (p. 50) or jumping (p. 49) also costs 1 fatigue.

Losing Sleep

A night without sleep costs 5 fatigue. A half-night of sleep costs 2 fatigue.

Casting Magic Spells

This depends on the magic system being used, and the particular spell being cast — but in general, any but the simplest spell should "cost" the user fatigue points.

10 SCENARIOS

A "scenario" is a set of rules for a single battle. ***Man to Man*** lets you develop your own scenarios, for a few characters or for dozens. Below are some examples to get you started. A good scenario includes:

Background. Who are these people and why are they fighting? Is this part of a continuing campaign, or just a "set up and fight" situation?

Characters. A list of the fighters. This may be a complete description of each character — or it may be as simple as "two 60-point characters per side, each with a $500 budget." Any special limitations on the characters should also be listed here.

NPCs. A list of the non-player characters (if any) that may become involved in the action. Noncombatants or neutrals can be played by the GM. Combatant NPCs (the city guard that comes in to break up a fight) may be considered *adversary characters* and played by an Adversary (see p. 4).

Setup. What map is used, and where does each character begin? This book includes three different game maps — alley/tavern, building/dungeon, and outdoors — plus a blank hex-grid for you to copy and draw your own maps.

Special rules. Anything unusual about the scenario. Special rules encourage roleplaying and make the game more interesting!

Objectives. What constitutes a "victory" for each side?

Rewards. How many "character points" do the survivors earn? If the scenario is part of an ongoing "campaign" (see below), what do the winners gain, and what do the losers lose?

Variations. Alternate versons of the scenario.

Campaigns

A "campaign" is a continuing game, played over a long period of time by the same group of gamers. It is set in a "game-world," drawn from history or from the imaginations of the players and the GM. A campaign gives you the opportunity to improve your characters through experience, solve problems, and develop the roleplaying aspects of the game.

A good campaign will have lots of battle scenarios — *and* time for healing, study, and roleplaying between battles. Characters will have opportunities to earn money — and to spend it. Not just on weapons and armor, but on healing, food, and room & board!

Some good fantasy/medieval campaign backgrounds include:

The Imperial Arena. The characters are professional gladiators — slaves or free — in a Roman-style arena. Every week they fight for their lives (and for gold) to please the crowds. (This will probably be a separate "campaign book" release before long — but in the meantime, have fun with it!)

Dungeon Delvers. The characters are thugs and brigands. They make their living by entering the underground homes of orcs and goblins, to kill them for their money. No matter who they murder, they are never arrested. (This may sound silly, but a lot of people play it!)

Mercenaries. The characters are "swords for hire." They wander from city to city, looking for adventure (or just for jobs). From game to game, they may find themselves working as bodyguards to a noble, tavern bouncers, security troops for a merchant caravan, or (depending on their scruples) even thieves or assassins.

Tips on Scenario Design

Intelligence. A scenario should *either* require that most characters have an IQ of 10, *or* it should include special rules that will test the fighters' IQ (some examples are given in the scenarios included here). Otherwise, the logical thing for everyone to do is to create lots of fighters with IQs of 7.

Number of Characters. One-on-one combats are relatively trivial. A game with at least three fighters on each side is *much* more fun. On the other hand, until your players become skilled, a game with more than three characters per player, or more than a dozen fighters active at the same time, will move slowly.

Scenario Balance. If one side keeps losing against foes of the same point value, try changing their tactics. If that doesn't work, try changing the character designs for that side. If *that* doesn't work, then the situation or special rules are probably balanced against that side, and they should be given some advantage to make up for it.

Money. Good weapons and armor can be as important (or sometimes more important) than skill! One good way to balance a scenario is to limit the starting budget for one or both sides — or just to specify the armor they are allowed to wear. Remember that plate armor is rare — even *scale* armor is not common, because of its cost.

Background and Special Rules. A scenario is much more interesting if it has a story behind it, and some special rules and objectives (like the horn in *Gate Defense* or the magic charms in the *Three-Way Battle* variant). This encourages roleplaying, too. A generic "six guys hitting each other in an open field" game is good for learning, but not as much fun once you know the game.

Sample Scenarios

Introductory Battle

Background: This is Valhalla, where the warriors fight all day, and everyone is healed in the evening to join in the banquet and start over again tomorrow!

Characters: Use the four sample characters supplied with the game — two on a side (paired up any way). Make their armor fairly equivalent.

Setup: Use any map. The first few times you play, use the blank map, so you don't have to worry about walls or terrain. Start the two sides on opposite sides of the map.

Objectives: Defeat the foe.

Rewards: None are necessary. When the fight ends, start over!

Variations: Since this is a learning scenario, feel free to change *anything*. Some possibilities:

(a) *Heavy armor.* Put all four fighters in light plate. Note that this changes encumbrance levels and Move scores. Now try a battle. Observe what hapens to the strong characters, and to the weak ones.

(b) Two or three against one — but use the 50-point versions of the two characters, or the 40-point version of the three.

Gate Defense

Background: A band of rebels has forced its way into a watchtower, to steal weapons and supplies. The three guardsmen on duty must protect the door to the armory.

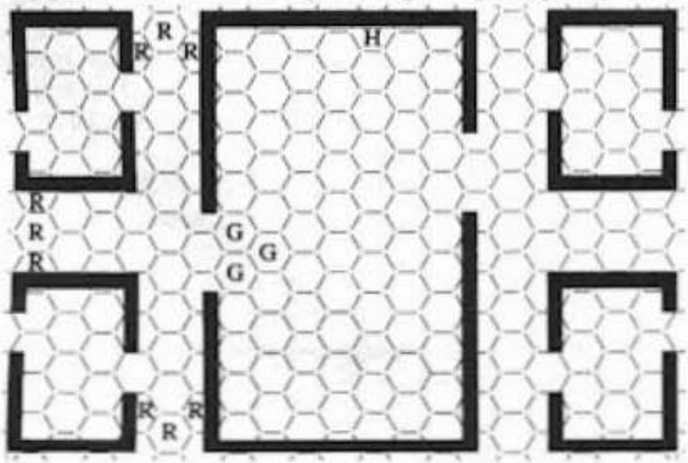
Characters: The *rebels* get 6 characters, 40 points each, and a total of $1800 to equip themselves. (The rebel side may be played by two or three players in cooperation). The *guards* get 3 characters, 60 points each, and a total of $4000 to equip themselves. Since the guards are on inside duty, they have no missile weapons. Since the rebels must look innocent on their way to the raid, they have no polearms (spears are allowed). All characters should be IQ 10.

Setup: Use the "dungeon" map. The characters start as shown in the diagram. The ceiling is high enough so that polearms can be used freely.

Objectives: The guards win if they survive. If they can take one rebel alive and *conscious* for questioning, they win decisively. The rebels win if they eliminate all the guards; they win decisively if they have at least 3 men left with HT over 3, to loot the building. If the rebels are losing, they should retreat, taking their wounded!

Special rules: Rebels can escape by leaving the map. The guards cannot follow them (it might be a trap!)

Rewards: This is a tactical scenario, intended to be played repeatedly to find the "perfect" characters and tactics for each side. If it is played as part of a campaign, score normal character points: 1 for each conscious fighter on the winning side, ½ for everyone else who survives. The guards would get a commendation or reward for taking a prisoner. The rebels, if they win, would get to loot the guards and the armory, taking everything they could carry.



Map for "Gate Defense"

Set up a guard at each "G". Rebels can start at any hex marked "R". The horn (variant rule) is at "H".

Sample Characters for "Gate Defense"

Here are some characters to start you off — transfer them to character sheets to figure their defenses, etc. Note that you need to create more rebels — or duplicate a couple of these.

Guard #1 (60 points, $1350); ST 11, DX 13, IQ 10, HT 11. Basic speed 6. Broadsword-14, Shield-15, Knife-14. Carries broadsword, large knife, and medium shield (starts with sword and shield ready). Wears scale armor. Weight carried is 69 lbs. (heavy encumbrance), so his Move is 3.

Guard #2 (60 points, $900); ST 12, DX 13, IQ 10, HT 9. Basic speed 5.5. Axe/Mace-14, Shield-15, Knife-14. Toughness: 1 point. Carries axe, large knife, and medium shield (starts with axe and shield ready). Wears scale armor. Weight carried is 69 lbs. (medium encumbrance), so his Move is 3.

Guard #3 (60 points, $980); ST 13, DX 11, IQ 10, HT 9. Basic speed 5. Polearm-14, Knife-14, Thrown Knife-13, Running-8 (ups Speed by 1). Carries halberd (ready) and two large knives (at belt). Wears scale armor. Weight carried is 64 lbs. (medium encumbrance) so his Move is 4.

Rebel #1 (40 points, $500); ST 10, DX 14, IQ 10, HT 8. Basic speed is 5.5. Axe-15, Shield-15, Knife-16. Carries axe, large knife, and medium shield (starts with axe and shield ready). Wears heavy leather. Weight carried is 40 lbs. (light encumbrance), so his Move is 4.

Rebel #2 (40 points, $70); ST 12, DX 11, IQ 10, HT 12. Basic speed 5.75. Spear-12, Spear Throwing-13, Running-11 (increases Speed by 1.375). Carries a javelin (ready to throw) and a spear. Wears no armor at all! Weight carried is 6 lbs. (no encumbrance), so his Move is 7.

Rebel #3 (40 points; $410); ST 10, DX 13, IQ 10, HT 10. Basic speed is 5.75. Bow-14, Spear-12, Knife-13. Carries longbow, quiver with 10 arrows, large knife (starts with bow ready). Wears cloth armor. Weight carried is 20 lbs. (no encumbrance), so his Move is 5.

Rebel #4 (40 points, $360); ST 13, DX 10, IQ 10, HT 10. Basic speed 5. Axe/Mace-12, Shield-11, Knife-11. Carries mace and large shield, with knife on belt (shield reduces his weapon skills by 1). Wears cloth armor. Weight carried is 45 lbs. (light encumbrance), so his Move is 5.

The Combat Maps

Four maps are included with *Man to Man*; remove them from the center of the book before play. Like the rest of the game, they are punched for a three-hole notebook so you can keep them in a binder between games.

Blank Map

This can represent any large vacant area — an arena, desert, etc. However, combat is a lot less interesting with no terrain. The real reason for this map is to let you photocopy it and draw your own. You may copy this map (and all the others) freely, for your own use.

Dungeon Map

This represents a section of a building interior or dungeon. The doors are shown only as holes in the wall. You can assume there is no door, or place a "door" counter made out of cardboard to show when the door is closed and open. In a normal building, the doors will swing — but in a dungeon, the doors might slide into the walls, floor, or ceiling.

Alley Map

This shows a small length of alleyway (cobblestone), with several doors opening into buildings (wood floor). This is a good spot for a tavern or shop scenario. You may want to make some counters for furniture.

This map will also connect to the dungeon map; the "dungeon" can be the back room of the tavern, or the tavern and alley can be more rooms of a dungeon or large building. Note the gratings in the middle of the alley — which could be trap doors if it is used as a dungeon map!

Clearing Map

This shows a small clearing, crossed by paths and overgrown with small bushes. A stream runs through clearing.

A bush that fills a hex is a major obstruction. Jumping over it is a *Move*, takes a whole turn, and requires a DX roll to avoid falling (see p. 49). These bushes are also big enough to hide a standing man.

A small bush, filling only part of a hex, is a minor obstruction (1 extra movement point to enter). You cannot *walk* through a hexside that is totally bush-covered. If a hex-side is *almost* totally bush-covered, you can "push between" them (1 extra movement point).

The *stream* may be a major or minor obstacle, depending on the scenario. Suggested rules for a "generic" shallow stream: the water is only 3 feet deep in the middle. Wading through the stream is slow (+3 movement points to enter each hex). A hand weapon attack (or snap shot) is at –4 if you are in the stream.

At one end of the clearing are marble steps; at the other end is the mouth of a cave. Either the alley or the dungeon can connect to either exit; thus, the clearing can lead to a temple or an underground cavern.

Variations: (a) Give the rebels 8 men instead of 6 — but they are all 40-point characters, and they still have only $1800 for equipment. Does the extra "cannon fodder" help?

(b) Place a counter at H (see map sketch) to represent a horn. If one of the guards can get to it and blow it (it takes one turn to ready, one to blow) then help will arrive soon. The rebels must win within 20 seconds, to give them time to grab what they can and flee.

If a rebel can strike the horn for more than 2 points damage, it will break. It is medium-sized: +1 to hit while hanging on the wall, or –4 to hit (like a weapon) if a guard is already holding it.

Tavern Brawl

Background: The characters are relaxing at a tavern when a fight breaks out. They are *not* prepared for battle!

Characters: Up to a dozen characters of *any* point totals. Some characters can be better than others. Your *equipment* is determined randomly — you weren't looking for a fight. Roll one die twice for each character. For *armor*, a 1, 2, or 3 means summer clothes, a 4 or 5 means heavier clothes, and a 6 means light leather. For *weapons*, a 1 means bare hands, a 2, 3, or 4 means a dagger, a 5 means a small knife, and a 6 means a sap or brass knuckles.

NPCs: The bartender — played by the GM or Adversary. He is ST 11, DX 11, IQ 10, HT 12, Move (and Speed) 5. He has no armor. When the fight starts, he will ready a light club from under the bar. He will not use it unless he is attacked, or until someone pulls a knife or starts breaking the furniture. His Broadsword skill is 13, and he does 1+2 damage with the club.

Setup: Use the "alley" map. The tavern is the biggest shop in the building — you may mark doors to connect the shops and make a bigger tavern. Adding furniture will make the scenario more fun (dice make good tables). Put a 3-yard-long bar along one wall, and start the bartender behind it. Distribute the characters around the bar, and insult each other until someone throws a punch.

Special rules: Anyone who gets off the map has escaped.

Rewards: Anyone who knocks at least one other fighter unconscious, and gets off the map, gets ½ character point. The last person left (conscious) on the map gets another ½ character point. Anyone may loot unconscious fighters (everyones is assumed to be carrying 2 dice worth of silver pieces worth $1 each) — but you may *not* cut throats or bash heads.

Three-Way Battle

Background: A gang of ruffians insult the king's men outside a temple. The temple monks have to "keep the peace" by breaking heads.

Characters: The king's men: two fighters with 80 points and $3,000 each. The ruffians: four thugs with 60 points and $500 each. The monks: three 100-point martial artists with no armor and no weapons except staffs, clubs, and their hands.

Setup: Use the "clearing" map. The king's men start on the bridge; the ruffians enter on any path. The monks enter from the temple *after* the fight begins.

Objective: Hold the field.

Special rules: The king's men *won't* leave the battle; their honor has been impugned. If two monks are down or crippled, the third one may escape by bolting for the temple — *if* he makes an IQ roll. Any ruffian may run after he has been wounded, but once he leaves, he can't return.

Rewards: Standard character points. The king's men will get a small reward ($100 or so) for each unconscious ruffian they drag to jail. The monks gain merit by virtuous combat — give each one who remains conscious an extra ½ character point, unless he ran away. The ruffians will gain nothing from beating up the monks, but they can loot the king's men if they defeat them.

Variations: (a) Allow secret (or open) alliances between the sides. This will encourage backstabbing — which is all right, too.

(b) There are only two monks, but each has a holy charm which gives him a passive defense of 3. This charm will not work for anyone else.

GLOSSARY

Most of these terms will be familiar to roleplaying gamers. In some cases, though, *MTM* introduces a new term, or uses a familiar one in a new way. Page references are given after each entry.

AC: See "adversary character." *Page 4.*

active defense: An action (like dodging or parrying) that defends against an attack, but requires special effort on the part of the defender. *Page 24 (Basic); Page 32 (Advanced.)*

advantage: An inborn ability; something a character is created with. *Page 7.*

adventure: The basic "unit" of play in a roleplaying game. A roleplaying game is never over until the players want to end it, but a single adventure will have a beginning and end. It may last through several sessions of play, or be finished in a single day. An adventure may be a published booklet, or it may be created by the GM. *Page 56.*

adversary character: Any character played by the Adversary. *Page 4.*

Adversary: An "assistant Game Master" who plays the "enemy" characters. The Adversary knows only as much about the game-world and the player characters as the GM sees fit to tell him. Therefore, the players are not at an unfair disadvantage when fighting him, as they might be if the GM controlled the enemies. *Page 4.*

attack roll: A die-roll made to see if you can use your weapon well enough to hit the foe. *Page 23.*

attributes: The most basic statistics that describe a character. In *GURPS*, the attributes are Strength, Dexterity, Intelligence, and Health. *Page 6.*

campaign: A continuing series of adventures. A campaign will usually have a continuing cast of player characters, and the same GM (or team of GMs). A campaign may move from one game-world to another, but there will always be a logical reason (i.e., "We found this time machine, see, and the next thing we knew, we were in 1492 . . ."). *Page 56.*

character: Any being played by the GM, Adversary, or a player in a roleplaying game. *Page 3.*

character points: The points used to buy attributes, skills, etc., when creating a character. Extra character points can also be given out by the GM for good play. These points can be used to increase characters' attributes or Skills. *Page 5 (beginning characters); Page 18 (improvement through experience).*

character sheet: A written description of a character. Only important characters are worth a full character sheet; less important characters can be described by a few statistics. *Page 5 & following; also, see the pre-generated characters in the pull-out section.*

close combat: Combat between characters in the same hex (Advanced Combat System). Unarmed combat (fists, judo, or karate) is not necessarily "close," because the fighters do not have to be in the same hex. *Page 38.*

combat map: A map (1 hex = 1 yard) used as a gameboard in the Advanced Combat System. *Page 27.*

contest of skill: A competition between two characters in which each tries to make his success roll, to see who wins a fight, argument, et cetera. *Page 6.*

cripple: To hit a foe on the hand, foot, arm, or leg and do enough damage that the limb cannot be used. This may be temporary or permanent. *Page 35; Page 54.*

critical hit: A blow that is so well struck that the foe does not get to make a defense roll. It may also do special and unusual damage — i.e., a broken arm, a broken weapon, or instant unconsciousness. *Page 23 (Basic); Page 35 (Advanced).*

critical miss: An attack which fails so badly that it causes injury or inconvenience (i.e., a dropped weapon) to the attacker. *Page 36.*

DR: See Damage Resistance. *Page 15.*

Damage Resistance: A number representing the strength of your skin and/or armor, which is subtracted from the damage you take from any blow. *Page 15.*

damage amount: The effectiveness of a weapon. The better a weapon is, the higher its damage will be. Damage is measured in "dice plus adds." For a "3+2" weapon, roll 3 dice and add 2 to the total. *Page 12.*

damage: The *amount* and *type* of injury a weapon causes. *Page 13.*

damage roll: A die roll made to see how much injury you do when you hit with your weapon. *Page 12.*

damage type: The *kind* of injury (crushing, cutting, or impaling) a weapon causes. *Page 13.*

default: If a character tries to use a weapon in which he has no training, a "default" roll is made instead of a regular success roll. The default for a weapon skill will be to DX, or to another weapon skill. For example, the Broadsword skill defaults to DX-5. If you have never used a sword, your skill is equal to your DX score, minus 5. *Page 9.*

defense roll: A die roll made after your foe's *attack* roll succeeds, to see if you can avoid being hit. *Page 23 (Basic); Page 32 (Advanced).*

DX (Dexterity): A measure of a character's agility and coordination. *Page 6.*

encounter: One "scene" of an adventure. A meeting between the player characters and one or more animals, monsters, or NPCs. *Page 56.*

encumbrance: The weight of all objects carried by a character. The greater the encumbrance, the slower your movement will be. Page 16.

GM: See "Game Master." *Page 4.*

Game Master: The referee, who chooses the scenario, talks the players through it, judges the results, and gives out character points. *Page 4.*

game time: The time that passes in the game world. *Page 56.*

game-world: A background for play; the setting for a game adventure. ***Man to Man,*** by itself, is suitable for a fantasy or medieval game-world. The Civil War, a GM's own fantasy creation, or a science-fiction novel could each provide a "game-world." The full ***GURPS*** system is designed to work in any game-world, and to allow characters to move from one game-world to another. *Page 56.*

hand weapon: A weapon that is used to strike the foe directly — not thrown or used to fire a missile. *Page 24 (Parrying).*

HT (Health): A measure of a character's energy and vitality. *Page 6.*

hex: A hexagonal space on a game map. A hex on the combat map is one yard across. *Page 27.*

hits: A measure of damage taken by a character or object. The more damage something (or someone) incurs, the more "hits" it takes. Each hit subtracts 1 from your HT until it is healed. *Page 6 (HT); Page 53 (Injury).*

initiative: When combat occurs unexpectedly, the side that "has the initiative" may act first. Initiative is gained by surprising the foe, or by thinking more quickly. *Page 45.*

IQ (Intelligence): A measure of a character's brainpower, alertness, and adaptability. *Page 6.*

maneuver: One of ten possible actions a character can choose in combat. Each maneuver consists of a movement, an attack or defense, some other action, or a combination of these. *Page 21 (Basic); Page 28 (Advanced).*

miniature: A cardboard, plastic, or metal figure used to represent a character, monster, piece of furniture, etc., in play. *Page 27.*

Move: A score, computed from Speed and Encumbrance, that tells how fast you can move carrying a given load. *Page 17.*

NPC: See "non-player character." *Page 4.*

non-player character: A character played by the GM. An "adversary character" is a special type of NPC. *Page 4.*

opportunity fire: A pre-planned attack (or other action) made "out of turn," as soon as a target presents itself. *Page 43.*

PC: See "player character." *Page 5.*

PD: See "passive defense." *Pages 14-15 (armor and shields); Page 23 (combat).*

party: The group of player characters taking part in an adventure. *Page 56.*

passive defense: A defensive factor (like armor) that wards off blows with no effort on the character's part. This is not the same as damage resistance. Passive defense makes it less likely that you will be hit; damage resistance protects you if you *are* hit. *Pages 14-15 (armor and shields); Page 23 (combat).*

player character: Any characer created and played by one of the players, as opposed to an "NPC" — a character played by the GM or Adversary. *Page 6.*

play session: A single day or evening of play. *Page 18.*

RPG: See "roleplaying game." *Page 3.*

ranged weapon: A thrown or missile weapon; a weapon usable at a distance. *Page 41.*

real time: The time that passes in the real world, as opposed to "game time." *Page 56.*

referee: See "Game Master." *Page 4.*

roleplaying game: A game in which players take on the personalities of imaginary individuals, or "characters," in a fictional or historical setting, and try to act as those characters would have.

scenario: See "adventure." *Page 56.*

score: A general term for an attribute or skill number. *Page 5 and following.*

skill: A number defining a character's ability at some specific thing. *Page 8.*

Speed: A score computed from HT and DX, indicating how fast your character can run without encumbrance. *Page 7.*

statistics: The numbers and other factors that describe a character. *Page 5 and following.*

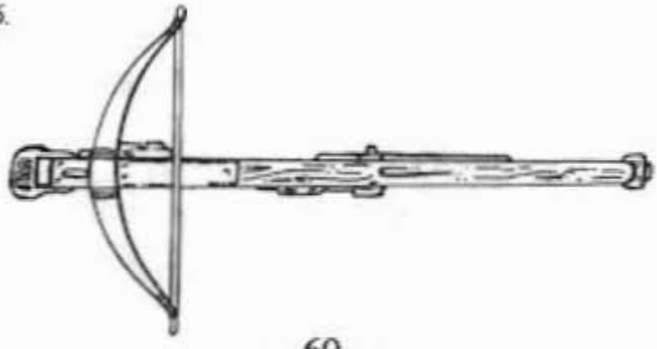
ST (Strength): A measure of a character's "brawn," or physical muscle. *Page 6.*

stunning: A fighter can be stunned by an enemy blow or by surprise. He defends at –4, and can initiate no maneuvers, until he recovers. *Page 36 (wounds); Page 45 (surprise).*

success roll: A die roll (3 six-sided dice) made when a character attempts to do something, to determine whether he succeeds. *Page 6.*

weapon table: A listing of weapons for a particular scenario or game-world, giving cost, weight, damage, and other statistics. See pull-out section.

world: See "game-world." *Page 56.*



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