Order of Battle

1) Determine Ambush and Surprise

2) Determine Order of Battle - based upon each individuals' (Character or Adversary) base COMBAT SKILL. The Narrator lists the Characters and Adversaries involved within the Battle in order of highest to lowest COMBAT SKILL scores.

3) For each Combat Round:

- Each player resolves their Character's actions for the combat round, and the Narrator does the same for each Adversary, in descending (highest score first) order of battle.

  Players should think about what their characters would want to do and describe their actions accordingly. As Combat Rounds are usually a very short frame of time, often just 10 seconds and no more than one minute, each player should describe one particular action that they wish to perform based upon those listed below. An action may involve one of the following:

  - **Ranged Combat happens first.** (See the rules for Ranged Combat below.)

    Then Close Combat actions happen.
- Movement - an individual may move a distance appropriate to them and the duration of the combat round (both determined by the Narrator)
  OR
- Make an attack - ranged or close combat; if they have not already been attacked by an opponent during the round.
  OR
- Use a Combat Technique
  OR
- Cast a magic spell - this relates to any magic spell; attack related or otherwise
  OR
  You may take a Special Action
  - Perform any other action - such as healing, picking a lock, etc.
  - Use a potion or other consumable
  - Attempt to Evade combat - if applicable

At the end of each Combat Round, all sides involved take the following action:

- Bookkeeping - record ENDURANCE loss or other effects resulting from the action performed

4) End of battle bookkeeping phase - resolve any outstanding effects and address any actions taking place after the conclusion of the battle (such as immediate healing, diseases, poisons, or other consequences).

Grouped Enemies

- **Swarm:** +1 CS / +1 END
- **Mob:** +2 CS / +2 END
- **Pack:** +3 CS / +3 END
- **Soldier:** +4 CS / +4 END

Range Description

Far: This is the range at which you and your adversaries could physically be able to see each other. It is too far for any accurate missile fire but one or both sides are aware of the other and may act accordingly.

- Far Range only applies if both sides are a long way from each other but one side or both wish to initiate combat. Ranged combat is possible at this distance but all ENDURANCE damage caused is reduced by half. **K** results still apply.

Long: This range is standard firing range for a bow or other missile weapon. Adversaries are still out of reach but both sides can see each other clearly. Ranged combat suffers no penalties and gains no advantages at this range.

Short: At this distance, enemies are only moments from reaching each other. This is a 'whites of their eyes' situation. Ranged combatants gain a +2 to their COMBAT SKILL when attacking unengaged targets at Short range.

Melee: Both sides are within reach of each other and if groups are not engaged, they are about to be. At this distance, melee weapons are effective and ranged combatants can only use ranged weapons if they are not in a close combat engagement.

Combat Modifiers

- +1 for fighting with a weapon in each hand
OR
- +1 for fighting with a single weapon in both hands
- +2 for a ranged attack at Close range
- -4 for entering combat without a weapon
- -2 for entering Ranged or Close combat with an improvised weapon
- -4 for fighting in the dark (normal darkness)
- -8 for fighting in total darkness
- -6 for shooting a ranged weapon into combat when the targeted opponent is engaged with an ally
- -1 for fighting at a disadvantage (e.g., opponent on higher ground)
- -2 to -4 for fighting at a significant disadvantage (e.g., you are fighting in manacles), Narrator's discretion.
- -2 for fighting in an unfamiliar, awkward, or dangerous position

Combat Results Table

Combat Ratio

Random Number		-11 or Greater	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1	0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 or Greater	
1	E	-0	-0	-0	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	1
	H	K	K	-8	-6	-6	-5	-5	-5	-4	-4	-4	-3	-3	
2	E	-0	-0	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	2
	H	K	-8	-7	-6	-5	-5	-4	-4	-3	-3	-3	-3	-2	
3	E	-0	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	3
	H	-8	-7	-6	-5	-5	-4	-4	-3	-3	-3	-2	-2	-2	
4	E	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	4
	H	-8	-7	-6	-5	-4	-4	-3	-3	-2	-2	-2	-2	-2	
5	E	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-14	5
	H	-7	-6	-5	-4	-4	-3	-2	-2	-2	-2	-2	-2	-1	
6	E	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-14	-16	6
	H	-6	-6	-5	-4	-3	-2	-2	-2	-2	-1	-1	-1	-1	
7	E	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-14	-16	-18	7
	H	-5	-5	-4	-3	-2	-2	-1	-1	-1	-0	-0	-0	-0	
8	E	-4	-5	-6	-7	-8	-9	-10	-11	-12	-14	-16	-18	K	8
	H	-4	-4	-3	-2	-1	-1	-0	-0	-0	-0	-0	-0	-0	
9	E	-5	-6	-7	-8	-9	-10	-11	-12	-14	-16	-18	K	K	9
	H	-3	-3	-2	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	
0	E	-6	-7	-8	-9	-10	-11	-12	-14	-16	-18	K	K	K	0
	H	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	-0	

E=Enemy   H=Hero   K=Automatically Killed

Difficulty Table

Target Value	Descriptor	COMBAT SKILL Example	WILLPOWER Example
1 – No Test	Automatic	Picking up a light weight	Knowing your own name
2 – No Test	Trivial	Walking across a room	Speaking your native language
3	Simple	Jumping over a low obstacle	Basic reading and writing
4	Easy	Running across a grassy plain	Counting in a foreign language
5	Standard	Climbing a normal fence	Answering a basic riddle
6	Difficult	Holding onto a galloping horse	Reading an unfamiliar map
7	Tricky	Leaping between rooftops	Talking a bandit into retreating
8	Complicated	Running while burdened	Deciphering simple hieroglyphs
9	Challenging	Swimming in chainmail	Talking a bandit into surrendering
10	Arduous	Climbing a ladder that is on fire	Painting a true masterpiece
11	Nigh-Impossible	Leaping between the rooftops of buildings that are on fire while on a galloping horse.	Reciting the entire text of the Drakkarim's Darke Treaty, in the Dark Tongue, from memory.

Combat Technique List

Charge (Cost: 1 WP)

Deadly Dodge (Cost: 1 WP)

Disarm (Cost: 1 WP)

Heavy Strike (Cost: 2 WP)

Infuriate (Cost: 1 WP)

Parry (Cost: 1+ WP)

Riposte (Cost: 2 WP)

Second Strike (Cost: 1 WP)

Shield Dance (Cost: 0 or 1 WP)

Unfair Fight (Cost: 2 WP)

Statistic Bonus Table

CS/WILL Score	END Score	Bonus Provided on Tests
5	5	-1
10	10	+0
15	20	+1
20	30	+2
25	40	+3
30	50	+4

Character Advancement Table: Normal Play

Rank (Name)	Normal Play
6 (Aspirant)	New Discipline, New Trait
7 (Guardian)	New Discipline, New Skill
8 (Warmarn or Journeyman)	New Discipline, New Trait
9 (Savant)	New Discipline, New Skill
10 (Master)	New Discipline

Character Advancement Table: Campaign Play

Rank (Name)	Campaign Play
First Adventure	+1 ENDURANCE
Second Adventure	New Trait
6 (Aspirant)	New Discipline
First Adventure	+1 COMBAT SKILL
Second Adventure	New Skill
7 (Guardian)	New Discipline
First Adventure	+1 ENDURANCE
Second Adventure	New Trait
8 (Warmarn or Journeyman)	New Discipline
First Adventure	+1 WILLPOWER
Second Adventure	New Skill
9 (Savant)	New Discipline
First Adventure	+1 ENDURANCE
Second Adventure	+1 Kai's Favour (Permanent Increase)
10 (Master)	New Discipline

Advancement Table: Discipline and Skill Bonuses

Rank (Name)	Discipline Bonus	Skill Bonuses
6 (Aspirant)	1 Advanced Disciplines at +2 to tests.	-
7 (Guardian)	2 Advanced Disciplines at +2 to tests.	Previous two skills are at +2 to tests
8 (Warmarn or Journeyman)	3 Advanced Disciplines at +2 to tests.	-
9 (Savant)	4 Advanced Disciplines at +2 to tests.	First two skills's bonus at +3, third skill at +2.
10 (Master)	5 Advanced Disciplines at +2 to tests, 1 Master Discipline at +3 to tests.	-

LONE WOLF
ADVENTURE GAME

Equipment Table

Armour

Buckler	20 gc
Chainmail Waistcoat	80 gc
Chainmail (full suit)	100 gc
Hide Armour	45 gc
Plate Armour (Full)	800 gc
Leather Armour	30 gc
Helmet	25 gc
Sommlending Shield, Type 1 (Greatshield)	45 gc
Sommlending Shield, Type 2 (Standard)	30 gc
Studded Leather Armour	35 gc

Weapons

Axe	8 gc
Bor Musket	375 gc
Bor Pistol	175 gc
Bow	25 gc
Broadsword	25 gc
Cutlass / Naval Short Sword	7 gc
Dagger	5 gc
Handbolt	2 gc
Knife	3 gc
Lance	15 gc
Mace	10 gc
Quarterstaff	1½ gc
Shiel-fa	10 gc
Sickle	3 gc
Short Sword	7 gc
Spear	4 gc
Sword	10 gc
Warhammer	10 gc

Backpack Items

Alchemical Tools	40 gc
Alether Berries (per dose)	5 gc
Antitoxin (vial)	50 gc
Boom Powder (per keg)	15 gc
Holy Water (flask)	20 gc
Lamp / Lantern	1½ gc
Meal	2 gc
Potion of Alether	4 gc
Potion of Gallowbrush	2 gc
Potion of Laumspur	5 gc
Potion of Finglas	10 gc
Rope (50 ft / 17m)	2 gc
Scribe's Kit	10 gc
Tobacco Pouch	3 gc
Torch	1 gc
Tools, Standard	8 gc

Special Items

Arrows (x2)	1 gc
Backpack	2 gc
Bedroll	1 gc
Belt Pouch (empty)	1 gc
Fireseed (1)	5 gc
Healer's Bag	20 gc
Horse	250 gc
Manacles (with 2 keys)	3 gc
Potions Belt	2 gc
Quiver / Bandolier	2 gc
Sunrod (x3 including striker)	12 gc
Mapmaker's Pack	10 gc

Food, Drink & Lodging

Item	Cost in Gold Crowns	Type of Item
Ale	1	Backpack
Banquet (per person)	10	-
Bread, per loaf	1	Meal
Cheese (per portion)	1	Meal
Common Inn Room (per night)	2	-
Common Meal	2	Meal
Good Inn Room (per night)	5	-
Hearty Meal	5	Meal
Meat (per portion)	1	Meal
Poor Inn Room (per night)	1	-
Poor Meal	1	Meal
Wine (per bottle)	3	Backpack

Services

Service	Cost in Gold Crowns
Carriage (per day)	6
Coach / cab (cities only)	1 per 1½ kms (1 mile)
Hireling, trained (per day)	5
Hireling, untrained (per day)	2
Messenger	1 per 1½ kms (1 mile)
Road, gate, bridge toll	1
Ship's passage	1 per 16 kms (10 nautical miles)