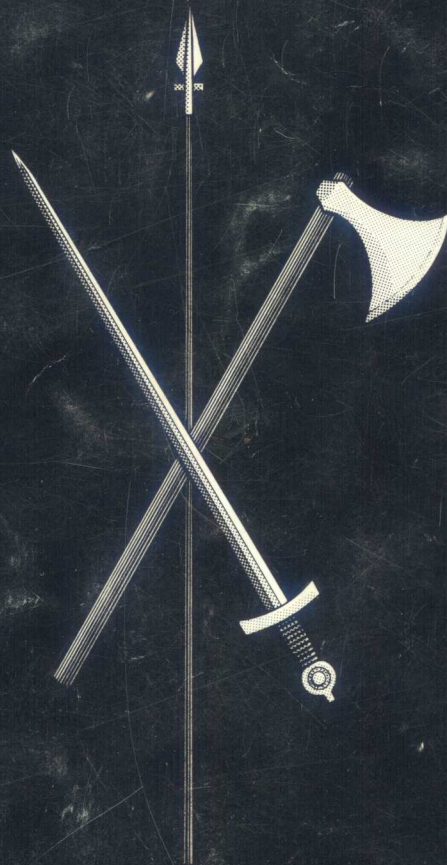


PHOENIX COMMAND™



Hand-to-Hand Combat System



LEADING EDGE

G A M E S

INTRODUCTION

The **Phoenix Command Hand-to-Hand Combat System** has been created to provide a truly realistic and highly playable set of rules for melee combat, featuring a wide variety of weapons and possible settings. It is fully compatible with the **Phoenix Command Small Arms Combat Systems (PCCS)**, of course, and has been designed with the same attention to detail and the same level of complexity as that game. As with PCCS, these rules are based on careful study of the actual mechanics of movement and combat.

Players need not be familiar with the Phoenix Command line, however. This product stands entirely on its own, and all the necessary rules and information have been provided. PCCS players will find that some sections are familiar, and that many of the same concepts are used in both games.

The entire spectrum of hand-to-hand weapons is represented, from swords to bayonets to common household items, allowing players to use **Phoenix Command Hand-to-Hand** in virtually any setting. It can be used as a stand-alone combat system, plugged into most role-playing settings, or may be used as a supplement to PCCS. So whether you are interested in medieval combat, modern and post-modern warfare, police settings, or more offbeat games, **Phoenix Command Hand-to-Hand** will take you into the heart of the battle.

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PCCS STATUS SHEET

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ARMOR DATA TABLES / 3

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1

THE CHARACTER

As discussed in the Introduction, the **Phoenix Command Hand-to-Hand Combat System** can be used as a stand-alone game or as the combat system of a role-playing campaign. The following rules for generating Characters are provided to cover both applications; players should simply use those rules which apply to their own setting.

1.1

CHARACTERISTICS

Each Character or combatant has certain innate characteristics which help to determine performance on the battlefield. These **Characteristics** are defined by numbers which represent the person's physical and mental capabilities; Strength, Will, Health, and Agility. Other Characteristics which are specific to role-playing are not dealt with here, as they do not directly affect melee combat.

Figure 1 (on page 3) is a sample Status Sheet. The four Characteristics are located near the top of the left column. Definitions of the Characteristics are as follows.

Strength (STR): The overall physical strength of the Character. An untrained person with STR 10 can dead lift about 200 pounds, one with STR 14 can dead lift about 250 pounds, and one with STR 18 can dead lift about 400 pounds.

Will (WIL): Resolve and willpower, affecting courage in the face of danger and resistance to the pain of wounds.

Health (HLT): Physical health and the ability to recover from wounds.

Agility (AGI): Physical coordination and speed.

The value of each Characteristic will typically be between 3 and 18. The larger the value, the greater the person's capability, as indicated on the following table.

Characteristic Value	Description
18	Exceptional
16	Excellent
14	Good
12	Above Average
10	Average
8	Below Average
6	Poor
3	Extremely Poor

"That looks pretty fatal. I think you have to return to the Character Generation section."

One Character to another

To use this system with another game, convert the other game's Characteristics to the 3 to 18 scale using the preceding guidelines. For a stand-alone game, simply determine the value of each Characteristic by totaling the roll of 3 six-sided dice. Alternatively, the **Pregenerated Troop Data** of Section 1.6 can be used for quick pick-up games, or to provide opponents for scenarios.

GENERATING A CHARACTER

"If you hit them hard enough, they can't complain."

Field Marshall Paul Maul

"Don't worry about a thing. Just hold up that shield and charge. We'll be right behind you."

Trebor

To generate a Character, determine each value on the Status Sheet using the following step-by-step procedure. General explanations of these values are given here; the full details are found in the Chapters that follow. (For PCCS players, steps that are different from PCCS have been marked with an asterisk). A blank Status Sheet has been provided at the end of this book, while **Figure 1** is an example of a completed sheet. There are several differences between the two sheets; Figure 1 lists only the values necessary for Hand-to-Hand uses, while the blank Status Sheet also includes everything necessary for PCCS play.

Step 1 Characteristics

Separately determine the values of each of the **Characteristics** found in the upper left-hand corner of the Status Sheet by totaling the roll of 3 six-sided dice.

Each Characteristic = Total of 3 six-sided dice

Step 2 Skill Level

The Character's ability in melee combat is represented by his **Hand-to-Hand Combat Skill Level** and his **Unarmed Combat Skill Level**. These are established using the following guidelines.

Skill Levels range from 0 to 20, with Level 0 being someone with no training whatsoever. An average soldier in an average army is assumed to be 3rd to 4th Skill Level with his primary weapon, while highly trained elite troops are 5th to 7th. Outstanding members of elite units might be 9th to 12th, and only truly exceptional people would be of higher level. 20th Skill Level is the maximum possible. For medieval soldiers, the primary skill is Hand-to-Hand Combat with melee weapons. For modern soldiers, it is Gun Combat with modern small arms. Medieval soldiers are assumed to have an Unarmed Combat Skill Level equal to one-half their Hand-to-Hand Combat Skill Level (rounded down), while modern soldiers have Skill Levels in both Hand-to-Hand and Unarmed Combat of one-half their Gun Combat Skill Level (again, rounded down).

Those using other games should use their game's method of generating Skill Levels and acquiring experience. Just adjust that system to this scale for determining your Skill Levels.

Player or Referee chooses the Hand-to-Hand and Unarmed Combat Skill Levels

*Step 3 Encumbrance

Now the **Encumbrance** is determined. This is the total weight of armor, clothing, weapons, and equipment carried into combat. The greater the Encumbrance, the slower the Character. Backpacks and other non-combat equipment can sometimes be dropped before entering combat; if so, they should not be included in this weight. The setting of the game will determine if this occurs.

To find the Encumbrance of a Character, total the weights (in pounds) of all equipment being carried. A list of weapons and equipment is in Section 1.3, and on the **Weapon Data Table (1)**.

The **Weapon Data Table (1)** is located at the back of this supplement, and is separated into two sections; Archaic and Modern. Over 50 weapons appear on this table. Select the appropriate weapon or weapons from **Table 1**, and record their weights and those of all armor and equipment carried on the Status Sheet. If armor is being worn, record the Armor Class and Blunt Protection Factor (BPF) (Section 1.4) in the space provided.

Record equipment weights, Armor Class, and BPF
Encumbrance = Total weight carried into combat

Step 4 Base and Maximum Speeds

Next, find the Character's **Base** and **Maximum Speeds**. These depend on his Strength, Agility, and Encumbrance. Base Speed represents overall mobility, while Maximum Speed is the Character's top running speed in Hexes per Impulse (Section 2.5).

Find the Base Speed by cross-indexing the Strength (STR) Characteristic (Step 1) with the Encumbrance (Step 3) on the **Base Speed Table (2A)**. Record the Base Speed on the Status Sheet. As an example, a Character with Strength 13 and an Encumbrance of 20 pounds has a Base Speed of 2.5. Encumbrance should be rounded off to the nearest column.

Now cross-index the Base Speed with the Character's Agility (AGI) Characteristic (Step 1) on the **Maximum Speed Table (2B)**, to find the Maximum Speed. For example, a Character with Agility 10 and a Base Speed of 2.5 has a Maximum Speed of 5.

FIGURE 1 HAND-TO-HAND COMBAT SAMPLE STATUS SHEET

Name: <i>Donovan</i> Characteristics Strength STR 13 Will WIL 10 Health HLT 9 Agility AGI 10 Base Speed 2.5 Maximum Speed MS 5 Hand-to-Hand Skill Level 3 Combat Efficiency CE 9 AGI Skill Factor ASF 19 Combat Actions Hand-to-Hand CA 5 Damage Bonus DB 1.5				Body Armor BPF Armor Class Weight Helm: — 0 NO — Visor: — 0 NO — Body: <i>Clothing</i> 0 NO 2.0 Arms: <i>Clothing</i> 0 NO 1.0 Legs: <i>Clothing</i> 0 NO 2.0 Equipment <i>M-16A1 Rifle</i> 8.0 <i>Sling</i> .4 <i>Fighting Harness</i> .6 <i>Four Magazines</i> 4.0 <i>Two Magazine Pouches</i> .4 <i>M26A2 Grenade</i> 1.0 <i>K-Bar Knife</i> .6 Encumbrance = <i>20.0</i>				Physical Status PD Total: Disabling Injuries: Ammunition:	
--	--	--	--	--	--	--	--	---	--

COMBAT ACTIONS PER IMPULSE					
	Impulse				
	1	2	3	4	
Hand-to-Hand	<i>2</i>	<i>1</i>	<i>1</i>	<i>1</i>	

Knockout Value	KV <i>15</i>	
----------------	--------------	--

In this way, the Character's overall strength and quickness are factored in with the weight he is carrying to determine how quickly and easily he can move.

Base Speed = Cross-index Strength (Step 1) and Encumbrance (Step 3) on Table 2A

Maximum Speed = Cross-index Agility (Step 1) and Base Speed on Table 2B

***Step 5 Combat Effectiveness**

The Character's **Combat Effectiveness (CE)** is now determined. This is based on his Skill Level, and measures his efficiency in battle and his knowledge of melee tactics. The greater the CE, the greater his expertise.

Enter the Character's Hand-to-Hand Combat Skill Level on the **Combat Effectiveness Table (2C)** to find the Character's CE. This should now be recorded on the Status Sheet. Note that the CE rises rapidly through the first few Levels, and then moves up more slowly. This represents the rapid improvement in performance possible for beginners. (The CE is similar to the Skill Accuracy Level in PCCS).

CE = Found on Table 2C, opposite the Hand-to-Hand Combat Skill Level

"You can fool some of the people all of the time, and all of the people some of the time... and that should be enough to get you through."

Excerpt, King's Men Political Manual

*Step 6 Agility Skill Factor

The **Agility Skill Factor** is now established. This is the sum of the Agility Characteristic (AGI) and the Combat Effectiveness (CE) (Step 5). Record it on the Status Sheet.

$$\text{Agility Skill Factor} = \text{Agility Characteristic} + \text{CE (Step 5)}$$

*Step 7 Combat Actions and Damage Bonus

The Character's **Combat Actions (CA)** and **Damage Bonus (DB)** measure the speed and power with which he can maneuver and fight. Both ability and Encumbrance are factors in determining the Combat Actions and Damage Bonus.

The time required to perform any act, such as drawing a weapon or parrying, is measured in **Action Counts** (Section 2.2). These Action Counts are the relative cost, in time, to perform a given activity. The Character's Combat Actions are the number of Action Counts he can perform during each 2-second Phase. The Damage Bonus represents the additional force with which a particularly fast, powerful, or skilled Character strikes. The Impact Damage of a Strike (Step 9) is multiplied by the Damage Bonus before determining its effect, as explained in Section 3.5.

To find the Combat Actions and Damage Bonus, go to the **Combat Actions Table (2D)** and cross-index the Maximum Speed (Step 4) with the Agility Skill Factor (Step 6). Record the Combat Actions and Damage Bonus on the Status Sheet.

The number of Actions a Character can perform in a 1/2 second Impulse should also be determined now. The **Combat Actions per Impulse Table (2E)** is consulted, and the number of Actions received in each Impulse is noted in the appropriate spot on the Status Sheet.

These values can change as the Character advances in Skill Level, or changes his Encumbrance.

$$\text{Combat Actions and Damage Bonus} = \text{Cross-index Maximum Speed (Step 4) and Agility Skill Factor (Step 6) on Table 2D}$$

$$\text{Combat Actions per Impulse} = \text{Found opposite Combat Actions on Table 2E}$$

Step 8 Knockout Value

Next, the **Knockout Value** is determined and recorded. The larger the Knockout Value, the greater the ability of the Character to ignore the pain of wounds. The Knockout Value is equal to one-half of the Will Characteristic times the Character's highest Combat Skill Level, rounded off. The highest Combat Skill Level is the greatest of the Character's Gun Combat, Hand-to-Hand, or Unarmed Combat Skill Levels.

$$\text{Knockout Value} = .5 \times \text{Will (Step 1)} \times \text{Highest Combat Skill Level (Step 2)}$$

Step 9 Weapon Data

Weapon Data is found on the **Weapon Data Table (1)**, and should be recorded on the Status Sheet for each weapon carried. Terms used on the **Weapon Data Table** are described below.

Weight: The weapon's weight in pounds. This does not include a sheath or sling.

Weapon Speed (WS): This measures the quickness with which Strikes and Parries can be made.

The higher the WS, the faster the weapon. The WS for each weapon should be entered in the following table, to find the Action Costs for basic combat activities. These Action Costs should be noted on the Status Sheet in the spaces provided. Note that weapons with a WS of 3.1 or greater use only .5 Actions to Strike or to Recover. This means that a single Action allows the Character to both Strike and Recover; both activities must be performed using the same Action. Full explanations of Parry, Set, Strike, and Recover are contained in Section 3.1.

WEAPON ACTION COSTS				
Weapon Speed (WS)	Parry	Set	Strike	Recover
1.0 to 1.1	3	3	1	3
1.2 to 1.4	2	2	1	2
1.5 to 1.7	1	2	1	2
1.8 to 2.2	1	2	1	1
2.3 to 3.0	1	1	1	1
3.1 or greater	1	1	.5	.5

Weapon Class (WC): This is the weapon's relative accuracy. The larger the WC, the easier it is to wield accurately. A Character's **Attack Level (AL)** is the sum of his Hand-to-Hand Combat Skill Level and the weapon's WC. This should be determined and recorded on the Status Sheet.

Impact Damage (ID): This is the force delivered by the weapon in a normal stroke. There are two types of ID: Cutting and Stabbing, each of which has a separate column. The numbers given in these two columns are interpreted as follows. Numbers in parentheses represent die rolls; the number equals the number of sides on the die. Thus, (6) means a six-sided die, (8) means an eight-sided die, and so forth. The second number is added to the result of this die roll.

Example: (6) + 2 indicates that the weapon does a six-sided die plus 2 points of Impact Damage, or from 3 to 8 ID.

Note that ID is not the same as damage; a stick might hit with the same ID as a sword, but it will probably do far less damage because it will not penetrate. The actual damage is determined by the type of damage done (Cutting, Stabbing, Flanged, or Blunt), and the armor being worn, as discussed in Section 3.6.

Range: This is the weapon's Range in 2 foot hexes. A plus sign (+) following the weapon's Range indicates the weapon can Tip Hit at 1 hex range greater than indicated.

A Tip Hit is just that; a blow in which only the tip of the weapon can reach the target. Cutting blows at Tip Hit range do not add the second number to the randomly rolled Impact Damage. For Stabbing thrusts and Strikes from weapons with Impact Heads, such as Axes and Maces, there is no penalty for a Tip Hit.

Example: A Saber has a Range of 2+ hexes, and normally does (5) + 2 ID when Cutting. At a Range of 1 or 2 hexes, a Cut would do from 3 to 7 points. If used at Range 3, however, it would Tip Hit and do only (5), or 1 to 5 points.

"You can kill some of the people all of the time, and you can kill all of the people some of the time, but you can't kill all of the people all of the time...because then who'll grow the food?"

Excerpt, King's Men Political Manual

1.3

WEAPONS

A fairly wide variety of weapons are presented on the **Weapon Data Table (1)**. The terms used on the Table were discussed earlier, in Step 9 of Section 1.2, and most of the weapons shown are probably sufficiently well-known that no further description is necessary. For the sake of clarity, however, and to define those few weapons which may not be familiar, a brief description of each weapon from the Table is given below. Descriptions are for standardized versions of the weapons, and are not intended to include the wide variety of weapons which could be said to fall within each of the categories.

Occasionally, terms which will be defined later in the rules are used in discussing a weapon. These terms may be found in Chapter 3.

As a final note, some weapons have two entries listed in Table 1. These are for different ways of gripping the weapons; One-Handed weapons used in two hands, for example, or staff-weapons used in a shortened or Choked Grip. In all cases, it takes 1 Action to change from one grip to the other, if both hands are free.

Archaic Weapons

The Archaic Weapons are those which would commonly be used in medieval-style combat. For the purposes of the Weapon Data, it is assumed that the weapons are not made with modern technologies and materials, but with the technology available in the era in which they were in use.

Dagger: A large knife, roughly 12 inches long, with a narrow, tapering blade.

Wakizashi: The traditional Japanese short sword.

Short Sword: Similar to the Roman Gladius, this weapon has a wide, heavy blade and is 20 inches long.

Rapier: This is the type of weapon used by musketeers and other soldiers of the 17th Century, and is similar to the epee of modern fencing. It has a long, narrow blade, which is slightly flexible, and a handguard.

Saber: The standard cavalry saber of the Napoleonic Wars and later periods. It is roughly 38 inches long, and features a slightly curved blade.

Broadsword: This is the classical straight sword of medieval combat, and is 36 inches long.

Scimitar: This weapon was commonly used in the Middle East, and has a long, curved blade.

"They seem to have recycled their plowshares."

Trebor

"Say, that looks pretty sharp. I don't suppose we could just arm wrestle over this?"

Alferd

Cutlass: A heavy sword with a thick, slightly curved blade.

Hand and a Half Sword: Also called the Bastard Sword, it is designed to be used with either one or two hands. This is especially useful for combatants wearing a Buckler-style shield, as it allows them to switch from using the weapon in two hands to Parrying with Sword and Shield at a cost of 1 Action.

Axe: This weapon features a large, thick, bladed head at the end of a short haft. Although it has short range, it can be very effective against heavy armor. It can also feature a Beak, which is discussed in Section 5.6.

Mace: This type of weapon is very much like the Axe in weight and proportion, except it features blunted Flanges instead of an edge. It does its damage by crushing an area, rather than cutting through protection. It is especially effective against heavy armors.

Lance at Charge: This is somewhat different from the Spears described below, in that the Lance is far heavier and is held couched under one arm, leaving the other hand free to use a Shield. It is otherwise simply a large, reinforced version of the Heavy Spear. It is too heavy for use in melee.

Katana: Also called a Samurai Sword, it has a slender, slightly curved blade and is normally used Two-Handed.

No-Dachi: A far larger form of the Katana, this Two-Handed weapon is well over 4 feet long.

Two Handed Sword: This is an oversized version of the traditional Broadsword, with a thicker blade.

Great Sword: As with the Two Handed Sword, except on an even larger scale; a Great Sword is over 5 feet long.

Battleaxe: A larger, Two-Handed version of the basic Axe.

Light Spear: A long wooden haft, surmounted with a pointed metal head. A Light Spear is roughly 8 feet long.

Heavy Spear: As with the Light Spear, except that the haft is thicker (and therefore stronger) and the head is larger.

Glaive or Naginata: A long staff with a sword-like blade.

Halberd or Poleaxe: A long staff with a large, heavy head like that of an Axe.

Club: A short, thick length of wood. Not a terribly subtle weapon.

Quarterstaff: This is a narrow staff about 6 feet long, often with metal reinforcements at the ends.

Mace and Chain: Also called the Morningstar, this is a rather unusual weapon. It consists of a flanged or spiked metal ball and a wooden handle, connected by a length of chain. The chain allows the ball to be whipped around at great speed, and to cause substantial damage. Spiked and flanged balls both use the Flange Table for Damage; the points on a spiked ball will turn, rather than penetrating, and create an effect very similar to that of a Flanged weapon. For Mace and Chain balls which are round, use the Blunt Table.

Nunchaku: Two short wooden staves connected by a length of chain. This weapon was originally developed as a harvesting tool, but can be very effective against lightly armored opponents.

Stick: Like the Club, this is simply a length of wood. A Stick, however, is longer and more slender.

Rock: Two types of Rocks are shown. The first is a good, comfortable fist-sized rock, and the second is a far heavier version, suited for dropping from great heights onto unpleasant people.

Modern Weapons

The Modern Weapons section of the **Weapon Data Table (1)** includes an assortment of paramilitary and non-military weapons. The weapons are generally the sort which seem to crop up in adventure settings, and for that reason the list contains some rather unusual entries. The majority of the weapons on the Modern Weapons section of the Table should be very familiar, but will be briefly described.

Baseball Bat: A standard 35 ounce Baseball Bat.

Billyclub: A short hardwood stick, of the type traditionally used by police.

Blackjack: A small weight covered with leather and attached to a short, flexible handle.

Bottle: A heavy glass bottle, of the sort used for liquor.

Bottle, Hollywood: For some reason, being hit in the head with more than a pound of glass does not seem to hurt people very much in the movies. The data shown on this line is designed to simulate the sort of bottles being used in films... whatever they are made of.

Bowie Knife: A large heavy-bladed knife, made popular by Jim Bowie of early American folklore.

Chain: A 24 inch length of heavy chain.

Chainsaw: A popular gardening implement that has seen a great deal of use in certain movies and games. Data for two versions has been supplied; those with 18 inch and 30 inch blades.

Chair: A normal bar stool.

Chair, Hollywood: As mentioned above, things are somewhat different in the movies. A Hollywood Chair simply breaks apart on the target's head or back, without causing undo damage.

Cleaver: A heavy, thick-bladed knife of the sort used by butchers.

Crowbar: A metal bar 26 inches long.

Entrenching Tool: Standard military issue digging tool, with a folding shovel blade.

Hammer: Normal household hammer, with either a 14 ounce or 2 pound head.

Hatchet: A small Axe, used for light woodchopping tasks.

Ice Pick: Essentially a narrow metal spike. Because of the extremely small point on this weapon, special rules are necessary to determine the damage it does. On all Strikes, it has a Damage Modifier (Section 3.5) of 4 times normal Impact, but it does 1/10 the Physical Damage for that Impact. This is because the point penetrates armor fairly easily, but creates only a small wound.

K-Bar Knife: A double-edged knife, typical of those found in the modern military.

Machete: Another heavy-bladed knife, commonly used to clear brush and foliage.

Pipe: A 2 foot length of heavy metal pipe.

Pipe Wrench: A 12 inch metal wrench.

Pocket Knife: Any of a variety of small knives with 2 to 3 inch folding blades.

Scissors: A large pair of normal Scissors. Damage for this weapon is modified, as with the Ice Pick; it does normal Impact, but only 1/4 normal Physical Damage (PD).

Screwdriver: A common Screwdriver, roughly 8 inches long. Similar to the Ice Pick, this weapon does normal Impact but only 1/10 normal Physical Damage when Stabbing, because of the small diameter of the wound.

Sledge Hammer: A heavy, blunt Hammer with a 6 pound head.

Survival Knife: This weapon features a 10 inch blade, and often includes a hollow handle for storing a compass, fishing line, and other "survival" gear.

Switchblade: An easily opened, locking blade roughly 3 inches long.

Two by Four: A 42 inch 2 x 4 piece of lumber.

Whip: A ten foot bullwhip, of woven leather.

Wood Axe: A long-handled Axe of the type used for chopping wood.

At the bottom of **Table 1** are entries which cover standard modern hand-to-hand weapons; Pistols, Light and Heavy Rifles with Bayonets, and Sub-machine Guns.

Players wishing to use a weapon which is not included on the Weapon Data Table should approximate its values using the data given as examples.

**"Now that I know
You can't be trusted,
I don't feel bad
'Bout your head that
I busted."**

Fred the Singing Bandit

Armor is classified by its protective capability, or **Armor Class**. This value appears on all the Damage Tables, and helps to determine the Physical Damage caused by a Strike. This Section contains the definitions of the Armor Classes, and descriptions of the various armors.

"Hey, kid, you're too young to use a Chainsaw. How about a nice Blender or something?"

Sergeant Servo

"Foot and Fist, Tooth and Nail, Send him home In a Pail."

Fred the Chainsaw Bandit

Armor Classes

There are six **Armor Classes**, as defined below. The names of Archaic armor types are used for the classes, for ease of reference. Players who wish to simulate armors for which data is not given should use these classes as guidelines.

NO: No armor. The person is effectively unarmored.

LT: Leather. This represents the degree of protection afforded by unhardened Leather.

ML: Mail. Normal Ring Mail armor, and similar armors.

BR: Brigandine. This category includes this classical armor, which is a mix of Leather and metal plates, and modern flexible armors.

PL: Plate. This is full-coverage classical Plate and similar armors.

I: Impenetrable. This class covers modern armors which are impossible to penetrate using normal hand weapons. The effects of Impenetrable armor in combat are discussed in Section 3.10.

Armor Types

The Classes of particular types of Armor can be found on the **Armor Data Table (3A)**, and rules for their use are covered in Section 3.7. A description of each of the Armor Types follows.

Clothing: Common clothing, ranging from light Leathers to normal modern clothing and similar items. Armor Class = NO. (PCCS PF equals 0)

Leather, Untreated: Thick, cured, but unhardened Leather, and very heavy clothing. Armor Class = LT. (PCCS PF of roughly .5)

Leather, Hardened: Thick Leather which has been hardened by lacquering or a similar process. Armor Class = ML. (PCCS PF equals 1)

Mail, Light: A light form of Ring Mail armor worn over light padding. Each ring is looped through four others and riveted closed. Armor Class = LT. (PCCS PF equals .5)

Mail, Regular: Mail or Chain armor made of riveted metal rings. Each ring is looped through four others. This armor is worn over a padded gambeson, which is treated as Leather armor if worn alone. Armor Class = ML. (PCCS PF equals 1)

Mail, Double: Two layers of Mail armor, worn over a heavy gambeson. Armor Class = BR. (PCCS PF equals 2)

Brigandine: Metal plates riveted to a leather garment. Armor Class = BR. (PCCS PF equals 2)

Scale: A heavier form of Brigandine, with overlapping plates riveted to a thicker garment. Armor Class = PL. (PCCS PF equals 2.5)

Plate: Large pieces of metal plate attached to each other by straps, rivets, or screws, providing complete coverage and flexibility at all joints. This is a relatively light form of Plate intended for foot combat, not jousting Plate. Armor Class = PL. (PCCS PF equals 3)

Flexible: Comes in Light, Medium, and Heavy. These modern armors are made of flexible bullet resistant material, and can be worn under clothing. Armor Class = LT, ML, or BR.

Flak Vest: Early modern-day body armor composed of a nylon jacket with fiberglass or metal armor plates inserted into its pockets. Armor Class = I.

Police Helmet: A standard lightweight helmet designed for use by law enforcement personnel, for protection against blunt impact. Armor Class = LT.

Rigid: The standard helmet and body armor being introduced into the modern military, consisting of armor plate and bullet resistant cloth. Armor Class = I.

Combat Suit: A Combat Suit is a high-tech vacuum isolation suit made of Flexible armor. A Combat Suit can be equipped with one of five different Levels of reinforced, rigid armor plate. The first value given in the Armor Class column is for the Arms and Legs, and the second is for the Head and Body. Armor Class = LT Arms and Legs, and LT, BR, or I for Head and Body.

DRGN Suit: This is a Combat Suit of special purpose which appears in the **Living Steel Adventure Game**, and has been included here for players of that game. Armor Class = ML.

Power Armor: As with the DRGN Suit, Power Armor is the subject of other products from **Leading Edge Games**, and has been included for the convenience of the players. Armor Class = I.

SHIELDS

A Shield is the primary parrying device in classical combat. Its effectiveness is dependent on its size and how fast it can be brought into parrying position. This is represented by the **Partial Parry (PP)** value (See Section 3.2). Five different types of Shields have been included, and their Partial Parry values and weights are shown on the **Parry Data Table (3C)**.

Buckler: 12 inches in diameter, round.

Round: 24 inches in diameter, round.

Heater: 24 inches by 30 inches, with a flat top and pointed bottom.

Kite: 24 inches by 36 inches, with a flat top and pointed bottom.

Scutum: 30 inches by 48 inches, rectangular.

PREGENERATED TROOPS

This Section provides data for **Pregenerated Troops** that the players can use as combatants or opponents. Everything necessary for play is provided below, except the combatants' weapon data.

To prepare a combatant, take a blank Status Sheet and record the Skill Level, Combat Actions, Damage Bonus, Armor Class, and Knockout Value given below.

PREGENERATED TROOP DATA								
Troops	Skill Level	Combat Actions	Damage Bonus	Armor Class				KV
Head Arms Body Legs								
MODERN								
Untrained	0	3	1.0	I	NO	NO	NO	5
Militia	1	4	1.0	I	NO	NO	NO	5
Green	2	4	1.0	I	NO	NO	NO	10
Line	4	5	1.0	I	NO	NO	NO	20
Line	4	3	1.0	I	NO	I	NO	20
Crack	5	8	2.5	I	NO	NO	NO	35
Crack	5	7	1.5	I	NO	I	NO	35
Elite	7	9	3.0	I	NO	NO	NO	56
Elite	7	8	2.0	I	NO	I	NO	56
ARCHAIC								
Untrained	0	3	1.0	LT	NO	LT	NO	5
Militia	1	4	1.0	LT	NO	LT	NO	5
Green	2	4	1.0	ML	LT	LT	LT	10
Line	4	5	1.0	ML	LT	LT	LT	20
Crack	5	7	1.5	PL	ML	ML	LT	35
Elite	7	8	2.0	PL	ML	ML	ML	56

"What do you mean, 'The worst he could do is kill a few of us up front?'"

Gerfel

Now, select a weapon from the **Weapon Data Table (1)** and fill in the Weapon Data section of the Status Sheet just as it appears on the table. Add the Skill Level to the Weapon Class to determine the combatant's Attack Level. The combatant is now ready for play.

2

MOVEMENT

As with PCCS, this system uses simultaneous movement and combat. For clarity, the rules governing Combat have been gathered in Chapter 3, while Movement and game mechanics are discussed in this Chapter.

Everything takes place in a continuous stream of two-second **Phases**; for ease of play and realism, each of these is broken into four one-half second **Impulses**. Players should keep the tight time scale in mind when deciding what they want to do.

2.1

GAME SCALE AND PLAYING SURFACE

In general, a hex grid should be used as a playing surface, although a table top will suffice. If a hex grid is used, each hex represents 2 feet. A group of 7 of these hexes is equal to one of the 2 yard hexes used in PCCS, as shown in **Figure 2**. PCCS players should simply move combat from their usual 2 yard hexes to a 2 foot scale when melee occurs.

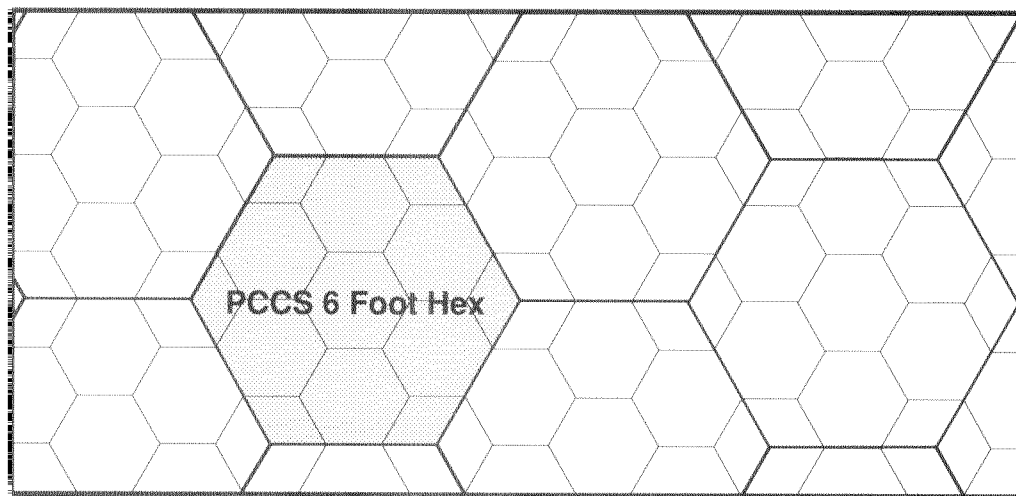


Figure 2: PCCS 6 foot Hexes and the Hand-to-Hand 2 foot hex scale

For table top players, a scale of 1/2 inch per 2 feet is most convenient. 1/3 inch per 2 feet will be necessary, however, if this supplement is to be used in conjunction with other products in the Phoenix Command line.

Regardless of the scale chosen, detailed terrain can now be included; bushes, trees, walls, windows, furniture, and so forth. To set up the game, just draw the outlines of buildings and other terrain features, such as ridge lines and gullies, on the playing surface. As much detail as is desired may be included, and it is very important to draw all features to scale.

Each Character or combatant involved should be represented on the playing field by a figure, marker, or counter. Each figure should be placed by the referee or player, as is appropriate to the scenario being played.

For the sake of simplicity and consistency, all rules will assume that the 2 foot per hex scale is in use.

"Now remember,
you guys in the front.
If you feel like you're
dying, try to fall on
their spears as you
go down."

Agrat

COMBAT ACTIONS

Each combatant in the game has a certain number of **Combat Actions** (Section 1.2, Step 7) which determine how much he can do during a given Phase or Impulse. The Character performs one Action at a time until all his Combat Actions are used. If a task is only partially done at the end of a Phase or Impulse, it may be completed during the next one. The player should make notes of any unusual or complicated activities he is performing, so that it will be clear when they are completed. Players may also find it easier to keep a quick written record of their activities in complex combats or if they are running multiple Characters.

The **Action Time Table (3D)** gives the cost in Actions for the primary activities which occur during Hand-to-Hand combat. The Referee should determine the cost of any unlisted action using his own judgement. The Action cost would be equal to two times the time (in seconds) it would take an average man to perform the act. For example, an activity which takes an average man 3 seconds to perform would cost $2 \times 3 = 6$ Actions.

SEQUENCE OF PLAY

As noted earlier, the game is played in a continuous stream of Impulses and Phases, in which the combatants use their Combat Actions to move on the battlefield and fight. The Referee will mark off the passage of time, announcing each Phase and its four Impulses in a continuing cycle. Each player should note the number of Actions he has available in each Impulse, and perform or prepare his activities.

Within each Impulse, there are three steps. All players perform their actions simultaneously in each step (Movement is discussed in Section 2.5, and Combat is explained in Chapter 3).

1. **Planned Movement**
2. **Free Movement**
3. **Combat and other Actions**

After all the players have decided what they will do, they all simultaneously perform all Planned Movement. Once Planned Movement is completed, players may use Free Movement. Lastly, all Strikes, Parries, and other Actions are announced and performed. Since each Impulse is only one-half of a second long, all Actions are truly simultaneous; even if a combatant is disabled by an opponent during an Impulse, any Strikes or other Actions which he is attempting to perform will occur.

Players performing Free Movement may react to Planned Movement, and Strikes and Parries are naturally dependent on what happened during the preceding movement steps. In situations where players are reacting to each other within a step, it is sometimes necessary to establish **Initiative** guidelines. A combatant's Initiative is equal to his Combat Skill Level plus his Agility. Combatants with higher Initiative may elect to go either before or after those with lower Initiative.

FACING

The figure used to represent each combatant must always be oriented toward a hex side, showing which direction he is **Facing**. This naturally affects what areas he can see, and therefore which opponents he can Strike at and Parry. This is discussed in full below, under **Field of Attack**.

Facing Changes can be made in two ways; by standing stationary and pivoting in place, or by turning while moving. When stationary, a combatant can change his Facing by one or two hexsides for the cost of 1 Combat Action. For Facing Changes made while performing Free Movement, the cost is 1 Combat Action per hexside. During Planned Movement, a combatant may change Facing 1 hexside for every 3 hexes moved. This Facing change is free.

Field of Attack

As a combatant advances to higher levels, he is able to follow the action going on around him more closely, through careful maneuvering and by understanding the chaos of battle which his eyes report to him. The area which a given warrior can 'watch' during combat is called his **Field of Attack**.

"How come, just because I have a Shield, I always have to be in front?"

Alferd

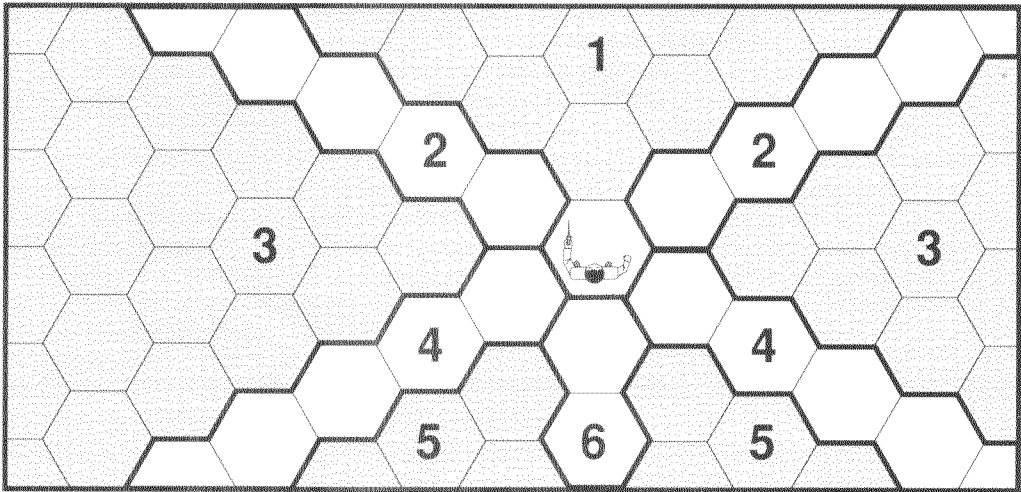


Figure 3: Field of Attack

Skill Level	Field of Attack Zones
0 - 1	1
2	1 - 2
3 - 6	1 - 3
7 - 10	1 - 4
11 - 14	1 - 5
15 - 20	1 - 6

2.5

MOVEMENT

Movement is a critical part of any melee. Combatants are constantly adjusting their positions, seeking to outmaneuver opponents, or crossing the battlefield to find new foes. The rules which govern the motion of each Character are obviously vital.

All **Movement** is associated with certain Action costs, as are Facing changes. Moving forward one hex costs one Action, moving obliquely (to any of the four side hexes) costs 2 Actions and does not change the combatant's Facing, and moving backwards costs 3 Actions.

When a combatant does not have enough Combat Actions to make a certain move within an Impulse, there are two ways of handling the problem. The ideal way is to have the player keep track of the Actions spent on the move, and to have the movement done when enough Actions have been spent. For ease of play, however, it is possible to have a player simply roll a die to see if the movement is completed, with a chance of success equal to the number of Actions spent that Impulse divided by the number required. For example, a combatant with one Combat Action who wished to move one hex backwards would have a one-third chance of success in each Impulse, until he succeeded or changed his mind about what he wanted to do.

Free Movement

The first type of movement is the incidental movement performed by each combatant in the course of battle, called **Free Movement**. In each Impulse, a combatant can move one hex for each Combat Action he has available. He can also use these Actions to change Facing. Note that these Actions do not count against his normal Combat Actions, which may be applied to Striking and Parrying.

Planned Movement

Where Free Movement covers motion performed subconsciously and at low speed, Planned Movement is for higher speed activity. Planned Movement always uses an entire Impulse; a combatant using Planned Movement does not receive any Free Movement, and may not Strike or Parry. Instead, he can accelerate to higher speeds and move rapidly across the field.

The first Impulse spent on Planned Movement allows the combatant to move a number of hexes equal to the Combat Actions he has available that Impulse. With the second, he moves his Combat Actions available that Impulse plus one hex, and on the third he moves his Combat Actions plus two hexes. On the fourth and all further Impulses of consecutive **Acceleration** during Planned Movement, the combatant may move a number of hexes up to 3 times his Combat Actions per Impulse.

There are two restrictions on the number of hexes a combatant can move during an Impulse. He can never move more hexes in one Impulse than his Maximum Speed (MS), and he cannot move more than his Combat Actions that Impulse times 3. Thus, a combatant with a MS of 4 can never move more than 4 hexes during a single Impulse, and if he has 1 Combat Action during a particular Impulse, then he is restricted to 3 hexes.

Deceleration is like Acceleration, except that stopping is easier. To leave Planned Movement, the combatant must move for one Impulse at his Combat Actions plus one hex, and another one at his Combat Actions; after that, he can leave Planned Movement.

Players can elect to cruise and hold their speed at any of the above rates. If they choose to do so, however, they still must pass through the rest of the Acceleration cycle if they decide to speed up, or the Deceleration cycle if they slow down, and they cannot do anything except Planned Movement until they have reduced their speed down to their Combat Actions per Impulse value.

Facing Changes are also somewhat different during Planned Movement. A combatant receives one free hexside Facing change, if desired, at the end of each three hexes of movement. No other Facing changes are possible, and this Facing change does not cost any Combat Actions.

Since Planned Movement uses all of a combatant's Combat Actions, he cannot perform any Parries, Strikes, or other activity. If an opponent within the combatant's Field of Attack takes a Strike, the combatant receives a **Parry** equal to his Partial Parry value minus 2 (See Section 3.2).

Example: Donovan has 5 CA per Phase, and an MS of 5. On Impulse 1, he has 2 CA and elects to use Planned Movement. He moves 2 hexes straight ahead (his CA that Impulse). On Impulse 2, he has 1 CA and moves 2 hexes (CA + 1) and turns one hexside. Impulse 3, he has 1 CA and moves 3 hexes (CA + 2). He can move 3 hexes per Impulse, and can move up to 5 (his MS) during Impulse 1 of each Phase. When he elects to stop, he must move 2 hexes during an Impulse, and a single hex during the next. He would then be out of Planned Movement, and free to do as he wished.

Passing Shots

If a target is within Range at any time during an Impulse, but out of Range at the end of the move, a combatant can take one Strike at the target if desired, using normal odds and with the normal cost in Combat Actions. This Strike is rolled for at the end of the Impulse, but if it hits any results take effect at the place of the Strike. This of course includes any disabling effects or Incapacitation which may result.

"We'll start by trying to get some allies. If that doesn't work, we'll sabotage everything in sight. And if they still don't give us what we want, then we're back to booting head."

The King's Men

3

COMBAT

Melee combat is a tightly interwoven sequence of activities. A combatant must focus his attention carefully and keep close track of his opponent's actions. A skillful warrior is very hard to hit when he concentrates on his defense, but if he must block several blows or if he is in the middle of an attack, then he becomes vulnerable. The mechanics of attack and defense are covered in this Chapter.

3.1

COMBAT ACTIVITIES

There are certain standard activities which every combatant must execute during battle, in the course of attacking and defending. For game purposes, most combat activity can be broken into four general categories. These categories are mentioned in Step 9 of Section 1.2, and are described as follows.

Parrying: Blocking an incoming blow, with either weapon or Shield.

Setting: Preparing to throw a blow, by drawing back the arm or arms, adjusting balance, and watching for weak spots in the opponent's defenses. If a Character Sets longer and more carefully, then the blow which follows will be more powerful.

Striking: The actual act of throwing a blow, including the follow-through.

Recovering: Drawing the arm back after a Strike, and getting back on balance.

The Combat Actions determine the number of these activities that can be performed in each impulse by a Character. The cost of each activity is determined by the Weapon Speed (WS); for ease of reference, the **Action Count Table** is repeated here.

WEAPON ACTION COSTS				
Weapon Speed (WS)	Parry	Set	Strike	Recover
1.0 to 1.1	3	3	1	3
1.2 to 1.4	2	2	1	2
1.5 to 1.7	1	2	1	2
1.8 to 2.2	1	2	1	1
2.3 to 3.0	1	1	1	1
3.1 or greater	1	1	.5	.5

The following rules govern combat activity.

To take a blow, a Character must **Strike**. Whenever a Character Strikes, the Odds of Hitting rules are used.

After Striking, a Character must **Recover** in order to bring his weapon back into position.

Sets are used to increase the force of a Strike. Setting represents moments the Character uses to brace his feet, properly position his arm, and generally focus on the Strike which follows. A Character may decline to Set before Striking, or may Set once, or even twice, with the effects described on the following page.

If a Character Strikes without Setting, his blow is a **Short Stroke** and does 1/2 the Impact Damage listed on the **Weapon Data Table (1)**. If he Sets once before Striking, then it is a **Normal Stroke**, and does the normal amount of damage. If he Sets twice, then the blow is a **Long Stroke** and does double the normal Impact Damage. There is one special rule regarding Long Strokes; the Character cannot perform any movement at all (including Free Movement) during the second Set or while throwing the blow. This is because his feet must be planted, to provide leverage and force.

While Setting, the weapon is out of position for Parrying. If the weapon is used to Parry, any Set which has been established is lost.

A **Parry** is used to block an incoming Strike, and can also be used to perform the same service as a Recovery. If a Character wishes to receive the full defensive benefits of Parrying, he must allocate one Parry for each incoming Strike; the rules governing Parrying are detailed in Section 3.2.

The basic patterns of Striking and Setting are summarized on the following table. Note that a Parry with a weapon can always be used in place of a Recover move.

Recover - Strike = Short Stroke, 1 / 2 Impact Damage

Recover - Set - Strike = Normal Stroke

Recover - Set - Set - Strike = Long Stroke, x 2 Impact Damage

Example:

Axly is using a Light Rifle with a Bayonet, which has a Weapon Speed (WS) of 1.9. This gives him a Parry Action Cost (AC) of 1, Set AC of 2, Strike AC of 1, and Recover AC of 1. Axly has 4 Combat Actions, so he receives 1 Action per Impulse. On Impulse 1, he Parries a blow. On Impulse 2, he begins to double Set for a Long Stroke. This double Set takes $2 \times 2 = 4$ AC, so it is completed on Impulse 5. On Impulse 6, Axly Strikes with a Long Stroke.

Striking with the Off-Hand

There will be times when a combatant will fight with a weapon in each hand. In essence, the weapon in the Off-Hand takes the place of a Shield and is normally used as the primary Parrying device. When fighting with two weapons, either weapon may be used to Parry normally as discussed in detail in Section 3.2. The weapon in the Off-Hand, however, is limited for attack purposes unless the combatant has high Agility or has sufficient skill to make him ambidextrous. To represent this, the following restrictions apply to offensive blows (and Offensive Weapon Parries) with the Off-Hand based on the combatant's Agility Skill Factor (Step 6, Section 1.2).

Agility Skill Factor	Off-Hand Attack Limitations
less than 20	Short Stroke Stabs Only
20 - 23	Short and Normal Stroke Stabs Only
24 - 25	Stabs and Short Stroke Slashes Only
26 - 27	Stabs and Short and Normal Stroke Slashes Only
28 +	No Limitations

"It is always best to start running away early, before the rush. That way there are fewer bodies to trip over."

Gil the Treacherous

3.2

There are 9 **Parry Columns** on each **Odds of Hitting Table (4)** (Section 3.3). The higher the Parry Column number, the more effective the Parry. A **Full Parry** (Column 9) is by far the most effective, but is only possible under certain circumstances. When Full Parries are not possible, combatants receive **Partial Parries (PP)** of Columns 4 through 8 depending on the type of parrying device being used, or even Columns 1 through 3 for weaker or absent Parries. The general description of each Parry Column is as follows.

PARRYING

Parry Column Description

- 1 No Parry; Attacker outside the Field of Attack
- 2 Base Parry; Attacker within the Field of Attack
- 3 Partial Parry when fighting Unarmed
- 4 Partial Parry with Buckler or 1-Handed Weapon
- 5 Partial Parry with Round Shield or 2-Handed Weapon
- 6 Partial Parry with Heater Shield
- 7 Partial Parry with Kite Shield
- 8 Partial Parry with Scutum Shield
- 9 Full Parry, with any Weapon or Shield

"You can never be too rich or too violent."

B. Toast

Whenever a combatant with a weapon chooses to Parry, he receives a Column 9 Parry against any one incoming Strike. For each additional Action used by the combatant in an Impulse for Parrying, he can use a Column 9 Parry against an additional Strike.

If there are more Strikes coming in than there are Full Parries available, the Odds of Hitting for the excess blows are determined using the Partial Parry value for the defender's primary Parrying Device. For example, a combatant with a One-Handed Weapon (Partial Parry 4) and a Kite Shield (Partial Parry 7) would receive a Column 7 Parry against all Strikes for which he did not have Full Parries.

The defender may choose which Strike or Strikes he wishes to use his Full Parries against. These decisions are made before the opponents roll to hit.

Strikes from unseen opponents (from outside the Field of Attack) always use **Parry Column 1** for the Odds of Hitting.

When a combatant is not Parrying, the Parry Column is chosen using the following guidelines. In each subsection, the rules are given for Parry Columns during each of the other primary Actions; Recover, Set, and Strike. The following rules apply in all cases.

Combat with Weapon and Shield

While a combatant is **Recovering** or **Setting**, his primary attention is on his defense. Because of this, a combatant receives one Column 9 Parry with his Shield for each Action used to Recover or Set during a given Impulse.

If the number of blows hitting in an Impulse is greater than the number of Parries available, the combatant receives a Partial Parry with his Shield against each additional blow. These blows must be from within the combatant's Field of Attack. Blows hitting from outside his Field of Attack cannot be Parried, and Strike against a Column 1 Parry.

Example: A combatant uses 2 Actions during a single Impulse to Set, so he is able to use Column 9 Parries against any 2 incoming blows. In the case of a Set, the combatant's weapon is out of position for any defensive work. It is not possible to perform any type of Parry with the weapon hand while Setting, so the Shield must be used for all Parries.

While a combatant is **Striking**, his mind is not focussed on his defenses. He receives only a Partial Parry with his Shield while Striking unless extra CA are available that Impulse for Parrying.

Example: A combatant with a weapon and a Round Shield receives 1 Action during an Impulse and elects to Strike; if someone Strikes at him during the Impulse, he receives a Column 5 Parry. If he had a Heater Shield, then his Parry would be Column 6.

Combat with Two Weapons

While a combatant is **Recovering** or **Setting**, his primary attention is on his defense. Because of this, a combatant receives one Column 9 Parry with his Off-Hand weapon for each Action used to Recover or Set during a given Impulse.

If the number of blows hitting in an Impulse is greater than the number of Parries available, the combatant receives a Partial Parry with his Off-Hand weapon against each additional blow. As in **Combat with Weapon and Shield**, these blows must be from within the combatant's Field of Attack, or they cannot be Parried, and Strike against a Column 1 Parry.

If for any reason the combatant decides to Set with both of his weapons, neither can be used for Parries and any blow arriving Strikes against a Column 2 Parry. Note that the act of Parrying breaks the Set, as detailed in Section 3.1.

Example: A combatant uses 2 Actions during a single Impulse to Set with his Primary Weapon, and would be able to use his Off-Hand Weapon for Column 9 Parries against any 2 incoming blows.

The weapon being Set is out of position for any defensive work, so it is not possible to perform any type of Parry with that weapon hand and the Off-Hand Weapon must be used for all Parries.

While a combatant is **Striking**, his mind is not focussed on his defenses. He receives only a Partial Parry with his Off-Hand weapon while Striking.

Example: A combatant with a Broadsword and a Dagger receives 1 Action during an Impulse and elects to Strike with the Broadsword; if someone Strikes at him during the Impulse, he receives a Column 4 Parry (Partial Parry with One-Handed Weapon) with the Dagger.

If by some chance a combatant with two weapons Strikes with both of them in an Impulse and does not Parry, he receives only a **Column 2 Parry** against any attacks that Impulse.

Combat with One Weapon

These rules are used whether the weapon is One-Handed or Two-Handed.

As in normal combat, when a combatant uses his weapon for any sort of Parry while Setting, then he loses the Set. That is, if a combatant has performed a Set, and then Parries with the weapon, then he must begin to Set all over again; the weapon is once again out of position. Note that he does not have to Recover, since a Parry counts as a Recover.

A combatant with a single weapon receives a **Column 2 Parry** when he uses all his CA in an Impulse for Striking or Setting. When the combatant is using his weapon to Parry, he receives a Full Parry against one blow for each Action spent Parrying. He gets a Column 4 Partial Parry for a One-Handed Weapon, or a Column 5 Partial Parry for a Two-Handed Weapon, against any excess blows which land during an Impulse in which he takes at least one Parry. As with normal combat, a Recover action is treated as a Parry. These limitations mean that a fighter with a single weapon must have an edge in Combat Actions, Skill, or Range unless he is facing another single-weaponed fighter.

What follows is a protracted combat example, demonstrating the mechanics of Parrying and Striking with various weapon combinations. Some unfamiliar terms used in the example are fully described later in this Chapter, but the example only requires their common sense meanings.

Examples:

Gregor has entered a castle held by the enemy and is fighting with a Broadsword and a Heater Shield. His opponent is using a Broadsword in two hands. Each of them receives 2 CA per Impulse. On Impulse 1, Gregor uses both of his CA to Set, while his opponent completes a Set (the second of 2 AC) and Strikes with his Broadsword. Since Gregor is using his CA to Set, he can use his Shield to Parry. He gets a Full Parry (Column 9) against the attacker's blow, which misses. On Impulse 2, Gregor Strikes (1AC) and Recovers (1AC). The opponent Recovers (1AC) and begins to Set (1AC of 2). The opponent's Recovery counts as a Full Parry with his weapon; as he brings his sword back he can parry. Gregor's blow hits the opponent's Parry. On Impulse 3, Gregor Recovers (1AC), and makes a Short Stroke Stab (1AC). The opponent finishes his Set (1AC) and Strikes (1AC). Gregor uses his Recovery as a Full Parry with his Shield and the opponent misses. The opponent has a problem; while Setting and Striking his weapon cannot be used to Parry, and this leaves him with only a Column 2 Parry against Gregor's Short Stroke Stab. Gregor hits and disables his opponent.

He then spots three guards moving down from the wall of the castle. He has time to take off his Shield and pick up a second Broadsword. As the guards approach, he Sets twice with his Primary Weapon. On the first Impulse of this 3-on-1 combat, each of the guards (who receive 1 Action per Impulse) strikes. Gregor uses both his CA for Parries with his Off-Hand Weapon. His Primary Weapon remains Set for a Long Stroke. He has Full Parries for two of the guards' blows and a Partial Parry against the third with his Off-Hand weapon, here a Column 4 Parry. Gregor decides to take his Full Parries on blows from an Axe and a Mace, and the Partial Parry against a Broadsword Slash. He successfully parries the Axe and Mace blows, but the Sword hits. Luckily it strikes Gregor's Plate Helmet and does no damage. On Impulse 2, as the guards Recover, Gregor takes a Long Stroke Slash with his Primary Weapon (1AC) and a Short Stroke Stab (1AC) with his Off-Hand. He takes both blows at the guard with the Axe, who uses his Recovery AC as a Full Parry with his Shield. The guard takes his Full Parry against the Long Slash and receives a Partial Parry with his Shield against the Short Stab. Both of Gregor's blows hit, putting the guard down. On Impulse 3, the two remaining guards begin to Set for Normal blows. Gregor Recovers each weapon (1AC each). On Impulse 4, the guard with the Mace finishes his Set. The guard with the Broadsword decides to interrupt his Set and takes a Short Stab (1AC). Gregor takes a Short Stab (1AC) at the guard with the Broadsword, and Recovers (1AC). Gregor has a Full Parry with his Off-Hand against the guard's stab as a result of his Recovery AC and the guard misses. The guard is using his only Action to Strike, and as a result has only a Partial Parry against Gregor's blow; the blow hits and disables the guard. The last guard realizes that he is doomed and flees. Gregor moves deeper into the castle.

At the end of a corridor, Gregor is confronted by the Captain of the Guard and one of his aides. The Captain, who gets 5 Combat Actions, is in heavy armor and is using a Two-Handed Battleaxe, while the guard has a Broadsword and a Heater Shield. Feeling that a One-Handed Weapon will not penetrate the Captain's armor, Gregor drops one of his Broadswords and takes the other in a Two-Handed grip. Another advantage of Gregor's strategy is that it will help him to parry the powerful strokes of the Battleaxe if he has two hands on his weapon (Dropped Weapons, Section 5.13). Gregor approaches his opponents, knowing that more guards could arrive at any moment. As he steps into range, he has a choice; he could Strike (1 AC) and use his Recovery (1 AC) for a Full Parry that Impulse, or he could Parry twice. If he Parries twice he will lose the Set advantage of his opening blow. For their parts, both of his opponents have Long Strokes ready to go, since they are not moving. Gregor decides to Parry twice.

"Now let me get this straight. You parried one blow with your shield, one with your sword, and the other with your head?"

Dr. Buen-Scheuk to a patient

The Captain gets 2 Actions during the first Impulse, so he Strikes (1 AC) and Recovers (1 AC). The guard has only one Action, so he just Strikes. Gregor takes a Full Parry with his Broadsword against each blow, and neither one hits him. On Impulse 2, the Captain starts to Set (1 AC out of 2) and the guard Recovers (1 AC). Gregor Sets (2 AC). In Impulse 3, the Captain completes his Set (1 more AC) and the guard takes a Short Stab (1 AC) at Gregor. Gregor performs his second Set, which prepares him for a Long Stroke, and he counts on his armor to protect him from the guard's attack. Because his weapon is being used for a Set, he receives only a Column 2 Parry. The guard's Strike hits, but does not penetrate Gregor's breastplate. On Impulse 4, the Captain takes a Normal Slash (1 AC) while the guard Recovers (1 AC). Gregor has Set twice, so he takes a Long Stab (1 AC) at the Captain and Recovers (1 AC). This gives him a Full Parry against the Captain's blow, which is Parried. Since the Captain is Striking with a Two-Handed Weapon, he has only a Column 2 Parry; he too is counting on his armor for protection. Against Gregor's Long Stab, this proves to be an error, and the Captain goes down with a chest wound. On Impulse 5, Gregor Recovers (1 AC) and takes a Short Slash at the guard, which hits.

The Captain would have been wiser to parry Gregor's Long Stab on Impulse 4, even though it would have meant losing his Set. He has seen his opponent in action for 3 Impulses, and knows that Gregor is much quicker than he is in spite of his armor. This means that Gregor is either very skillful or very strong and agile, and that Gregor's Damage Bonus is also going to be higher than his. Given these disadvantages, the Captain should concentrate on defending himself while waiting for the guard to land a blow, or for more guards to arrive.

3.3

ODDS OF HITTING

The **Odds of Hitting Table (4)** contains twelve charts, with each representing the Odds of Hitting defenders of a different Level or Levels. Each of the twelve tables is used in the same way.

At the top of each table is the Level or range of Levels to which it applies. Down the left side of the table are the **Attack Levels**, and across the top are the nine **Parry Columns**. Players should select the proper table, depending on the Hand-to-Hand Combat Skill Level of the target, and then cross-index the Attack Level of the combatant taking the Strike with the Parry Column of the target. The number shown is the percent chance of hitting; the attacker rolls a 00 - 99 number, and if it is less than or equal to the number on the table, the Strike hits. If the roll is greater than the number shown, then the Strike is a miss.

Whenever a Strike hits, the attacker should roll the Impact Damage, as described in Section 3.6.

3.4

BLOCKING, DODGING, AND COVERING UP

"The first lesson of war, my son, is that you can only parry a sword blow with your hand once."

Louie the One-Armed Wonder

When a combatant finds himself surrounded, without effective weapons, or in similarly dire straits, he may find that normal combat tactics are not effective. Blocking, Dodging, and/or Covering Up may become very attractive options.

Blocking can be used by a combatant without a weapon or a Shield. To Block, the defender must be at Range 1 from the attacker; he is assumed to be blocking the attacker's arm with his own. Blocking uses 1 Action, and gives the defender a Column 9 Parry.

If desired, a defender may attempt to Block at a Range of greater than 1. This consists of throwing an arm into the path of the oncoming weapon, and is clearly only for the extremely desperate. It gives the defender a Column 9 Parry; however, if the attacker fails to roll less than the Odds of Hitting, but does roll less than his Odds of Hitting against Parry Column 1, then the Strike has hit the forearm of the defender. Damage should be done normally, against the Forearm hit location.

Dodging is difficult in melee, but has certain advantages. It is simply an effort to avoid attacks by moving erratically, and it affects all incoming blows. A combatant who chooses to Dodge may do nothing else except Free Movement for 4 full Impulses (a complete Phase), and receives a Parry Column equal to his Maximum Speed minus 1 against all Strikes taken at him during that time. For example, a combatant with a Maximum Speed of 5 would receive a Column 4 Parry against all Strikes, if he chose to Dodge.

A combatant carrying a Shield that is Round or larger can choose to **Cover Up**, which means he is hiding behind his Shield. Combatants without Shields or similar large parrying objects may not Cover Up. A combatant who Covers Up may do nothing else during that Impulse whatsoever, but Covering Up affects all Strikes coming from within the defender's Field of Attack, and gives a Parry Column equal to the Partial Parry plus 1. Free Movement costs are doubled when Covering Up.

There are a number of possible conditions that can alter the force of a Strike. The most common of these are the **Damage Bonus (DB)** of each Character and the Stroke type (Short, Normal, or Long), which were described earlier. Several other modifiers are listed below. In all cases, the appropriate Damage Bonus is multiplied by the rolled Impact Damage (ID) of a Strike to determine the actual ID. More than one can apply; simply multiply each applicable modifier into the total.

Damage Modifier	Condition
1.5	Striking Down (from horseback, or at a kneeling or prone target)
.8	Striking Up (at rider from foot, or to a higher elevation)
.6	Striking From Knees (includes Striking Up modifier)
.4	Striking While Prone (includes Striking Up modifier)
2.0	Solidly Braced Target
.5	Striking While in an Opponent's Grasp
1.5	Closing Speed of 3 Hexes per Impulse
2.0	4 to 6 Hexes per Impulse
3.0	7 to 9 Hexes per Impulse
4.0	10 to 12 Hexes per Impulse
5.0	13 to 15 Hexes per Impulse

Note that **Lances** are listed in the **Weapon Data Table (1)** as being used "At Charge"; the Closing Speed Damage Modifier has already been included in the Weapon Data.

Example:

Axly is Striking Down at a Solidly Braced Target, is taking a Long Stroke, and his personal Damage Bonus (DB) is 1.5. The ID done by the Strike would be 1.5 (Striking Down) x 2.0 (Solidly Braced) x 2.0 (Long Stroke) x 1.5 (DB) = 9.0 times the rolled damage.

DAMAGE MODIFIERS

"These war dogs just aren't working out. I can't even teach them to Sit, and just forget about teaching them to Parry."

Animal Trainer Axly

A given weapon can be used in a wide variety of ways. A Broadsword, for example, can be used to either slash or thrust, and the pommel and hand guard can even be used to punch. Depending on how it is used, it can strike with widely varying degrees of force and effect. The following rules define how to choose the Impact Damage columns and the Damage Tables when determining the results of a Strike.

On the **Weapon Data Table (1)**, most weapons have two columns for Impact Damage; **Cutting (IDc)** and **Stabbing (IDs)**. The Cutting column is for normal slashing strokes, whether with an Edged, Flanged, or Blunt weapon, while the Stabbing column is for thrusts. The first number in each entry is in parentheses and represents a die roll, with the number equal to the number of sides on the die; if there is a second number (one not in parentheses), it is added to the result of the die roll. For example, a Cleaver does (4) +3 if used for Cutting; a four-sided die would be rolled, and 3 would be added to it.

Note that normal six and ten-sided dice can be used to substitute for unusual dice sizes; just ignore inappropriate values and roll again. The roll of a twelve-sided die can be simulated by rolling two six-sided dice of different sizes or colors. One of the dice is declared by the roller as the Determiner; if it comes up a 1, 2, or 3, then the roll of the second die is taken as the result. If it comes up 4, 5, or 6, then 6 is added to the value of the second die to find the result.

The player should determine the Impact Damage of his Strike using these columns.

The **Damage Tables (5)** are in four sections; Cutting, Stabbing, Flanged, and Blunt. The table selected for a given Strike depends on the type of weapon being used. Slashing blows with Edged weapons, such as Broadwords and Axes, use the **Cutting Table**. The **Stabbing Table** is for thrusting blows with pointed weapons, such as Spears, Broadwords, and Bayonets, while the **Flange Table** covers Strikes with Maces, gun barrels, and other weapons with hard, narrow striking surfaces. The **Blunt Table** is used for attacks with wooden weapons and those that have large striking surfaces with no edge, such as Sticks, Clubs, gun stocks, and so forth.

WEAPON TYPES / DAMAGE TABLES

3.7

HIT LOCATION AND DAMAGE

"It is usually better
to be stuck through
than cut through.
On the other hand,
being mashed flat
isn't so bad."

Death Bunny

Once the Impact Damage has been determined and the correct **Damage Table (5)** selected, the following rules are used to find the **Hit Location** and **Physical Damage (PD)** inflicted on the target.

Down the left side of each of the Damage Tables is a column of Hit Locations which divide the body into its significant areas. There is some variety among the tables, depending on what areas are most likely to be hit by the different types of weapons. The attacker rolls a 00 - 99 number, and finds which Hit Location should be used.

At the top of each table is the **Armor Class** and **Impact Damage** section. Just choose the Armor Class line which represents the target's Armor on the proper Hit Location, and read across that line until you find the Impact Damage done by the blow. If the amount of the Impact Damage falls between two columns, use the column with the lower number. For example, using the Cutting Table on the Plate (PL) line, a hit for 36 ID would use the 33 ID column. On the Flange and Blunt Tables, the Armor Class lines are replaced with Blunt Protection Factor (BPF) lines; choose the line for the BPF of the Armor on the proper Hit Location.

Once the correct column has been chosen, follow it down into the body of the table and cross-index it with the Hit Location. The number given is the amount of Physical Damage that the target has taken, and this should be recorded on the target's Status Sheet. In some places, letters are used in the tables. An "H" indicates Hundreds of PD, "K" means Thousands, "T" means Tens of Thousands, and "X" means Hundreds of Thousands. Thus, 1H means 100 PD, and 6K means 6,000 PD. A running total of PD must be kept; the significance of PD is covered in Section 3.8.

Example:

Donovan is in Leather armor (Armor Class = LT) and is hit by a Slash from a Broadsword. The Strike does (6) + 2 points; his opponent rolls a 5 and has a DB of 1.0, so the blow does 7 ID. The Cutting Damage Table is used, and the Hit Location is a 62, the Left Upper Arm. Cross-indexing the Upper Arm and 7 ID on the LT line gives an 11 PD injury.

In several places, PD values stop; that is, they reach a certain value and the rest of the line is blank. Strikes with a greater number of ID than necessary to reach the last value on that Hit Location should take the last number for the PD of the hit. On the Cutting Table, this indicates that the limb in question has been severed. For Stabbing blows, it means that the head of the weapon has passed entirely through the target and emerged from the other side. On the Flange and Blunt Tables, it means that the area of the impact has been fully crushed, or that the Flange has penetrated as far as it can.

A good example of this is the Upper Arm Hit Location on the Cutting Table. On an Unarmored target (the NO line), a Strike with 18 ID does 2K, or 2,000 PD. At 19 or greater ID, the line is blank. This indicates that the Strike does 2,000 PD and the Arm has been severed.

3.8

DISABLING INJURIES AND KNOCKOUT

It is obvious that few people continue fighting until they are actually dead, and that it is very possible for limbs to be fractured or broken during combat. This Section supplies the rules to govern Disabling Injuries, and to determine when a combatant loses consciousness or is otherwise unable to continue fighting.

If the damage from a Strike is in a shaded area of the Damage Table, then the limb in question has been Disabled. It cannot be used for the remainder of the battle. Shock Effects due to pain of broken bones can be included using the Shock Rules of PCCS Section 3.3.

If the **Neck or Torso is Disabled**, this indicates a spinal injury. The combatant is paralyzed and considered Incapacitated.

If an **Arm is Disabled**, then the combatant drops his Weapon or Buckler; only Shields with straps remain attached to the arm. The combatant may not perform any Strike, Parry, or any other action with the Disabled Arm, and his Partial Parry (if he has a Shield strapped on) is -2 Columns. For example, a Heater would only have a Column 4 Partial Parry.

If a **Leg is Disabled**, then the combatant must go to his knees. Combatants on their knees have their Free Movement sharply limited; they may only change Facing by one hexside per Impulse, but may not perform any other Free Movement at all. In addition, all Planned Movement is executed at 4 times the normal cost.

Consciousness is the next issue. This is represented by the **Knockout Roll**, which compares the Total PD taken by a Character with his Knockout Value (Step 8, Section 1.2). Each time a Character is wounded, the player enters the **Knockout Table** (below, and on the Status Sheet) with the new PD total to find the Knockout Chance. A 00 - 99 Knockout Roll is made, and if less than the Knockout Chance is rolled, the Character is unconscious or otherwise unable to continue. If the player rolls greater than or equal to the Knockout Chance, then he remains conscious and is limited only by Disabling Injuries.

Knockout Table	
Total PD	Knockout Chance
Under 1/10 KV	00
Over 1/10 KV	10
Over KV	25
Over 2 x KV	75
Over 3 x KV	98

"Oh, great, Dirk.
One little stab in
the Intestines and
you're down."

Terras

Example:

A Character has a Knockout Value (KV) of 15, and has taken 14 PD from previous wounds. He is now hit by a cut to the Abdomen, and takes 2 more PD. His PD Total is now 16. Since the PD Total is over his KV, but less than two times his KV (which would be 30), he must roll a 25 or higher to remain conscious.

A Character must make a Knockout Roll once each Impulse in which he is injured. No more than one check should be made per Impulse, regardless of how many blows strike. The check should naturally be made after totalling all the PD received that Impulse.

If a Character is Incapacitated, it is still possible for him to return to the battle before it is over. Cross-index the PD Total with a 0 to 9 random roll on the **Incapacitation Time Table (6B)**, to get the time required to return to action. See Section 4.2 for the Character's combat capabilities following recovery.

3.9

Although most battles are fought by armed combatants, players may occasionally need to simulate unarmed combat as well. For these situations, data on some basic unarmed combat maneuvers have been included.

The entries and information on the **Unarmed Hand-to-Hand Combat Table (3B)** should be used when it is necessary to simulate an unarmed combat. Action costs and combat rules are the same as for normal armed combat, with damage resolved on the **Blunt Damage Table (5D)**.

Note that this is not intended to represent the use of advanced Martial Arts, but is a general system for combatants without sophisticated training.

UNARMED HAND-TO-HAND COMBAT

3.10

The Armor Class given for certain modern and high-tech armors is **Impenetrable**. This simply means that normal hand weapons cannot generate enough force to pierce them. Combatants who are wearing Impenetrable armor do not take normal Cutting, Stabbing, or Flanged damage, but can suffer Blunt damage as follows.

When a Strike hits Impenetrable armor, divide the Impact Damage (ID) of the Strike by the **Blunt Protection Factor (BPF)** of the armor, and enter the appropriate line on the **Blunt Damage Table (5D)** with the remaining ID. The Blunt Protection Factor for each type of armor is given on the **Armor Data Table (3A)**.

Example:

A combatant wearing a Flak Vest is hit in the Abdomen with a Strike doing 33 ID. The BPF for a Flak Vest is 3, so the effective ID of the blow is 33 divided by 3, or 11 ID. Going to the BPF 3 line of the Blunt Damage Table with 11 ID, the damage for the Abdomen Hit Location is 5 PD.

IMPENETRABLE ARMOR

4

MEDICAL AID AND RECOVERY

After a battle, all combatants who are wounded must see if they will survive their injuries. There is no set amount of Physical Damage which automatically kills a person; even the seriously wounded can survive, especially if Medical Aid is available. This Chapter determines the chances of survival and the effects of Medical Aid.

4.1

BASIS FOR RECOVERY

During combat, a running total is kept of the Physical Damage (PD) taken by each combatant. This **PD Total** helps to determine the **Damage Total (DT)**, which measures the severity of injuries. The greater the Damage Total, the more severe the injuries and the higher the chance of dying. For most troops, the DT is the same as the PD Total. For special troops, such as Characters in role-playing games, the DT is determined by the following formula.

$$\text{Damage Total} = \text{PD Total} \times 10 / \text{Health Characteristic}$$

Example:

Gil has received two wounds, of 14 and 2 PD, giving a PD Total of 16. His Health is 9, and so the Damage Total = $16 \times 10 / 9 = 160 / 9 = 17.8$. This rounds to 18.

The DT is entered on the **Medical Aid and Recovery Table (6A)** to determine the Critical Time Period (CTP), Recovery Roll (RR), and Healing Time (HT).

The **Critical Time Period** is the time during which a combatant must receive Medical Aid if it is to be effective. At the end of the CTP, he must make the **Recovery Roll**. If he makes the RR, he will survive. If he fails, he dies.

The RR and the length of the CTP are given in several columns opposite the Damage Total on the **Medical Aid and Recovery Table (6A)**. The column selected depends on the type of Medical Aid available; naturally, Medical Aid greatly improves the chance that the victim will survive. The levels of aid are separated into five categories; No Aid, First Aid, Aid Station, Field Hospital, and Trauma Center. Each category has its own CTP's and RR's. Note that there are six RR columns under the Trauma Center category; each of these represents a Hospital of increasing Technology Level. The time period represented by each Technology Level is given on **Table 6C**.

The **Healing Time (HT)** is the time required in days for injuries to completely heal. Enter the DT on **Table 6A** to find the HT. This is reduced by 20% if the injured combatant receives his treatment at a Trauma Center, due to the superior quality of attention available. The Healing Time begins when the injury occurs.

Example:

Donovan has a DT of 3000. Referring to Table 6A, under the column labelled No Aid we see his CTP is 81 Phases. He has 81 Phases to receive Medical Aid before he must make his RR (which, by the way, is not good.) Luckily, a medic arrives before the end of the CTP and treats him. Referring to the column labelled First Aid at a DT of 3000, we see that the medic has increased his CTP to 2 hours. His RR is still 00, however. He is therefore rushed to a Tech Level 13 Trauma Center before the end of 2 hours. His new CTP is now 18 days, and his RR is 30. 18 days after the injury, he rolls (00 - 99) to see if he recovers. If less than or equal to a 30 is rolled, he survives; if greater than a 30 is rolled, he dies. If he survives, the Healing Time is 88 days, minus 20% for his Trauma Center stay; it will take him 70 days from the date of his injury to completely heal.

Note that Disabling Injuries remain in effect until completely healed.

"Hey, Gerfel, wake up.
Can you hear me?
You're dying."

Trebor

WOUNDED CAPABILITIES AND HEALING

Whenever a combatant is suffering the effects of an unhealed injury, his physical capabilities can be reduced. This reduction depends on the status of the combatant's wounds. The three categories of unhealed wounds are Recent Wounds - Combatant Makes Knockout Roll, Recent Wounds - Combatant Fails Knockout Roll, and Old Healing Injuries.

Recent Wounds - Combatant Makes Knockout Roll

Recent wounds are wounds suffered during the current combat. One hour after the injury, they are considered Old Healing Injuries. As long as the combatant makes his Knockout Roll, he is affected only by Disabling Injuries (Section 3.8) and can continue combat subject only to those limitations. These fresh injuries, if not disabling, are ignored due to the effects of adrenaline and other adjustments made by the body during crisis.

Recent Wounds - Combatant Fails Knockout Roll

A combatant who fails his Knockout Roll is Incapacitated. The time he remains dazed or knocked out is found on the **Incapacitation Time Table (6B)** by cross-indexing a 0 to 9 roll with the PD Total. After the Incapacitation Time, the combatant regains consciousness and suffers a penalty to his Combat Actions equal to the Healing Time for his injuries divided by 20, in addition to any Disabling Injuries.

Example: A combatant has failed his Knockout Roll and has a PD Total of 33. To determine how long he remains Incapacitated, the player rolls a ten-sided die and consults Table 6B. He rolls a 2, and so he regains consciousness in 1 Phase. After regaining consciousness, his Combat Action penalty equals 43 (the Healing Time for a DT of 33) divided by 20, or 2 Combat Actions. Each Phase, he will have two less CA than would be normal for him.

"Look, Dirk, if you're going to bleed, bleed on the enemy."

Horatio

Old Healing Injuries

From one hour after the injury until the time the wounds heal, the combatant has his Combat Actions per Phase reduced. To find how many CA are lost, divide the number of days remaining until the injuries heal by 20 and round off. Subtract this number from the combatant's Combat Actions.

Example: Gil has a Damage Total of 18, and a Healing Time of 35 days. So, from one hour after his injury until the end of the first day, he has a penalty to his CA of 35 divided by 20; this equals 1.75, which rounds up to 2 CA. One week later he would have 28 days remaining until he is healed, and so his penalty would be 28 divided by 20. This is 1.4, which rounds down to a 1 CA penalty.

5

OPTIONAL RULES

The following rules govern unusual or special situations, or were left out of the other Chapters for reasons of simplicity. Players may use any or all of these rules as they desire, and will find that they enhance the realism of the game. The set of Optional Rules which will be used should be agreed upon by all players before the start of the game.

5.1

GLANCING

Much of the protection afforded by armor is not due to its thickness or toughness, but to its tendency to deflect weapons. This is called **Glancing**, and can be represented by using the following rules.

After the ID of a Strike has been rolled, and after the inclusion of all Damage Modifiers, a 0 to 9 number should be rolled and the **Glancing Table (5E)** consulted. The top section of the table is for Cutting, Flanged, and Blunt Strikes; the bottom section is for Stabbing blows. The player should use the appropriate section, and cross-index the number rolled with the Armor of the target in that Hit Location. Note that the Armor used should reflect what the Armor is made of, rather than the Armor Class itself; for example, Light Mail (Armor Class LT) would use the Mail line on the table. For Modern and High Tech armors, treat Flexible Armor and Combat Suits as Mail, and treat Flak Vests, Rigid Armor, and Combat Suit Armor Panels as Plate.

The number on the Glancing Table is used as a Damage Modifier, as in Section 3.5.

5.2

RAMS AND COLLISIONS

Sometimes, whether through accident or design, combatants collide on the battlefield. This Section provides guidelines for those situations. When two combatants run into each other by accident, it is called a Collision; until the moment of impact, both combatants have complete freedom to do whatever they want. When one combatant deliberately runs into another one, it is called a **Ram**. The Ramming combatant may perform no Actions during the Impulse he Rams except for Movement. If he has Set to Strike, then the Set is lost. Except for that one difference, Collisions and Rams are run using exactly the same rules and the terms are interchangeable. Both of the combatants involved can suffer from the results of the Ram.

The primary factors in a Ram are the closing speed, called the Velocity, and the combatants' relative Strengths and Skill Levels, or **Collision Factor (CF)**. These combine to produce the Knock Down value, which determines the loss of Actions and the chance of each combatant being knocked down.

First, determine the closing speed of the two combatants. This is equal to the number of hexes closer together the two would draw during a full Impulse of movement. For example, if two combatants were running straight at each other, at 3 Hexes per Impulse each, then their closing speed would be 6. This number is the Velocity, and is used in the table on the next page.

To find the **Collision Factor**, add the Strength and Combat Skill Level of each of the combatants together; that is, add the Strength and Combat Skill of the Rammer together, and then those of the target. Next, find the difference between the CF's. Subtract the smaller CF from the larger; this total should be **added** into the formula that follows when calculating the Knock Down value against the combatant with the lower CF, and **subtracted** when determining the Knock Down value against the combatant with the higher CF. (Common sense will help keep this straight; the combatant with the lower CF will have a higher Knock Down value against him than his larger, more capable opponent.)

Collision Knock Down Table

Velocity	Knock Down Value
1	5 + 2 (6) + Difference between the CF's
2	10 + 2 (6) + Difference between the CF's
3	15 + 3 (6) + Difference between the CF's
4	20 + 4 (6) + Difference between the CF's

That is, with Velocity 1 the Knock Down Value equals 5, plus 2 times the roll of a six-sided die, plus the difference between the CF's. Each combatant rolls separately to determine the Knock Down value of his opponent.

The pattern in the table continues, with the addition of 5 points and one more multiple to the six-sided die roll with each additional hex of Velocity.

If one combatant is unprepared for the Ram or Collision, then his CF for that Ram is treated as 0. If they are both unprepared, then the CF is calculated normally.

Example:

Donovan (Strength 13, Level 3) is moving at 2 Hexes per Impulse and Rams a stationary opponent with Strength 9 and a Combat Skill Level of 2. Donovan's CF is 16, the target's 11. Donovan rolls a six-sided die, and gets a 3. This is entered into the formula, and so the Knock Down value against the target is $10 + (2 \times 3) + (16 - 11)$, or $10 + 6 + 5 = 21$.

The target player now rolls a six-sided die, and gets a 4. Therefore, the Knock Down value against Donovan equals $10 + (2 \times 4) + (11 - 16)$, or $10 + 8 - 5 = 13$.

Knock Down

The Knock Down value is a relative measure of the power of the Ram, and is the same as the Knock Down value in Section 5.12 of PCCS. The results of a certain amount of Knock Down to a given location are the same whether the combatant is the Rammer or the target, and are given below.

For a normal Ram, the Knock Down value is applied to the Body of the Rammer and the target on the following Knock Down Table. If the Rammer is attempting to Tackle the target, the attacker decides which hit location he would like to grab. The attacker then adds his Skill Level to the number given above the Hit Location and subtracts the target's Skill Level. The attacker must roll less than or equal to this total on the sum of 3 six-sided dice to grab the target. If he fails, his Tackle misses and the target is unaffected. Note that the attacker must have his arms and hands free and cannot Parry or Strike when Tackling. The results of being Knocked Down are discussed in Section 5.3.

KNOCK DOWN TABLE				
Tackling Base Odds	8	16	10	14
Collision Results	Head	Body	Arm	Leg
-1 AC	2	11	2	3
-2 AC	3	14	3	4
-4 AC	4	17	4	5
-4 AC and Knocked Down	10	19	16	6

Example:

In the preceding example, Donovan took 13 points of Knock Down from a Ram. This goes against the Body, so he loses 1 Combat Action.

Donovan's opponent took 21 points of Knock Down from the Ram. He loses 4 Combat Actions, and is Knocked Down.

Extreme Maneuvers

If the Rammer is using Planned Movement, then it is likely that the target will try to step out of the way using Free Movement. To compensate for this, the Rammer is allowed to attempt an Extreme Maneuver. This is a last-instant adjustment of course beyond what is normally allowed during Planned Movement.

To perform an Extreme Maneuver, the combatant must roll less than or equal to his Agility on 3 six-sided dice; if he succeeds, then he may move one hex in any direction. If he fails, then he stumbles and falls down, using the normal rules of Section 5.3.

"Well, Dirk, if you're going to die, could you at least die in a strategically useful position?"

Norman Steele

Extreme Maneuvers may be used in other situations as well. If a combatant misjudges distance, has someone step into his path, or suddenly discovers some danger ahead of him, for example, he may make a sudden course correction using the Extreme Maneuver rule.

Multiple Collisions

If more than two combatants end up in a hex during a single Impulse, then the Collision is run as follows. The defender (if there is one) may use his CF against only one attacker, but he may choose which one. Against the other, he is assumed to have a CF of 0.

If there is no defender, and instead three or more combatants all blunder into the same hex by accident, then none of them apply their CF, and each one hits one of the other parties, rolled randomly.

5.3

KNOCKBACK

It is possible for a powerful blow to knock the target off balance, or even off his feet. Other possible causes for this are discussed in the Rams and Collisions rules (Section 5.2). This Section discusses how Knockbacks occur in combat, and what the results of being knocked off-balance are.

Knockback During Combat

If the ID of any one blow is greater than 10 plus the Combat Skill Level of the target, then the target loses 1 Action during the next Impulse or Impulses. If the ID is greater than 20 plus the Combat Skill Level, the target loses 2 Actions, and at 30 plus the Combat Skill Level he loses 4 Actions. If the ID is greater than 40 plus the Combat Skill Level of the target, then the target loses 4 Actions and may be **Knocked Down**. The combatant must roll less than or equal to his Agility on 3 six-sided dice, plus 1 for each 10 points of ID over 40, plus his Velocity.

This rule applies to any blow which hits the target or the target's Parrying device.

Knockdown

Any time a combatant is Knocked Down, including as the result of a Ram or Collision, the following guidelines apply. Any Action penalties are in addition to these rules. First, it generally takes the combatant 1 Impulse to fall to the ground. If he is moving quickly, then he may cover considerable ground while doing this; see the next subsection for a description of this. During the time it takes to fall, the combatant may perform no Actions. Any Action penalties take place after the combatant has hit the ground, but before he attempts to do anything else.

Once he has fallen, it takes 3 Actions to roll into a position from which he can Parry or Strike, and an additional 3 Actions to rise to his feet or 2 Actions to position himself on his knees. While on the ground, the combatant receives no Free Movement Actions; the cost of rolling into position or rising comes directly out of the combatant's regular Combat Actions. The only Planned Movement possible for a combatant who has been Knocked Down is Rolling. This costs 2 Actions per hex, and may only be performed to the sides of the combatant's Facing.

Knockdown Position

How a combatant falls, or where he ends up after being Rammed into, is the next consideration.

Stationary combatants who are Knocked Down or who lose Actions due to a Ram or Collision can be moved one or more hexes as a result of the impact, as shown in the following formula.

$$\text{Number of Hexes Moved} = (\text{Impact} / 20) - 2 \text{ Hexes}$$

Round this total off to the nearest Hex. Obviously, if the result of this is less than or equal to 0, then the combatant does not move. Any movement is executed directly away from the Impact.

If the combatants involved are moving, however, then the following guidelines apply. The players should first determine the **Remaining Velocity** in 2 foot hexes per Impulse, which is the speed left over after the Ram. This is the momentum that has not been absorbed by the Collision, and may be determined using common sense. For example, if two combatants are running side by side in the same direction and bump into each other, then they would still be moving at most of their Velocity. If two combatants ran head-on into each other, on the other hand, then most of their Velocity would be absorbed by the Collision.

Enter the Remaining Velocity on the following table to determine how many hexes the combatants move, and how fast, before they finish falling. After a Fall is caused, combatants move in the direction of their Remaining Velocity.

"I've never shot a man who wasn't at the end of my bayonet."

Bayonet Pete, a man largely unclear on small arms tactics

TWO FOOT HEXES MOVED AFTER A FALL

Remaining Velocity Hexes per Impulse	2 Foot hexes Moved		
	Impulse After Fall	Next Impulse	Third Impulse
1	1	1	—
2	2	1	—
3	3	2	—
4	4	2	—
5	5	3	1
6	5	4	2
7	6	5	2
8	7	5	2

5.4

It is often necessary for a combatant to avoid debris and fallen bodies while moving across the battlefield. This can be a serious problem for those who want to move quickly. This situation is governed by the following rules.

If a combatant wants to safely enter a hex which contains a fallen body or other low-level obstacle, he must use 2 Actions of Free Movement. If only 1 Action is used, the player must roll less than or equal to the combatant's Agility on 3 six-sided dice, or he stumbles and loses 4 Actions. If he fails the first roll, a second should be made after the 4 AC penalty has been paid; a second failure indicates that the combatant has actually fallen (See Section 5.3).

Moving through an obstructed hex at any speed during Planned Movement requires an Agility roll, as described above.

BROKEN FIELD MANEUVERING

5.5

An armed person has the option of taking a Strike at an opponent's weapon, in an attempt to Parry an incoming blow. This is called an **Offensive Weapon Parry (OWP)**, takes 1 Action, and may be taken as a Short Stroke (that is, no Set is required.) An Offensive Weapon Parry can be a very effective way of defending against a slower weapon, and can even disarm an attacker. Rules governing the Offensive Weapon Parry are as follows.

To take an Offensive Weapon Parry the defender must prepare a blow and time it to intercept the opponent's strike. To do this, the defender must use 1 AC that Impulse for an OWP. If the opponent does not Strike, then the combatant attempting the OWP must roll less than or equal to his Agility on 3 six-sided dice. If he does so, he may hold his OWP until the next Impulse or until the blow is thrown. If he fails, it means he has mistimed the OWP and has actually thrown the blow. This swing has no chance of hitting the opponent, and the defender must Recover before using his weapon again.

If the opponent is Striking during the Impulse that the defender decides to use an OWP, the chance the OWP will be successful is equal to 30%, plus or minus 5% for each level of difference in the Attack Levels of the two combatants.

If the OWP hits, then the Strike being taken by the target weapon automatically misses.

In addition, as mentioned above, there is a chance that either combatant will be disarmed. Roll the ID normally for each of the weapons. If the Glancing rules are being used, each rolls Glancing as a Stabbing weapon against Plate.

For each combatant, take the ID of his weapon and subtract the ID of the opponent's weapon and the Skill Level of the opponent from it. If the total is less than or equal to 0, then there is no chance of the opponent dropping his weapon. For every point that the total is greater than zero, however, there is a 1% chance that the opponent will drop his weapon.

If the OWP misses, then the opponent takes his Strike normally, using the normal Odds of Hitting. Note that a combatant who takes an OWP can also Parry normally, as if he were taking a blow.

OFFENSIVE WEAPON PARRIES

Example:

Humbert is 3rd Level and is using a Broadsword (WC = 0), giving him an AL of 3. His opponent is 2nd Level and is attacking him with a Halberd (WC = -8), for an AL of -6. This gives a difference of +9 Attack Levels. Humbert elects to try an Offensive Weapon Parry on Impulse 1 and expends 1 AC. His opponent does not strike on Impulse 1, so Humbert must roll to see if he can hold his OWP. Humbert rolls a 10 on three six-sided dice. This is less than or equal to his Agility Characteristic and he holds his blow. On Impulse 2 Humbert again expends 1 AC for a OWP. This time the opponent Strikes. Humbert's chance of succeeding with his OWP is 30% plus 9 times 5% (45%), or 75%. Humbert rolls an 87 and misses. The opponent's blow rolls to hit normally against Humbert's Partial Parry with his Off-Hand.

5.6

BEAKED AXES

A **Beaked Axe** is a weapon specifically designed for use against heavy armor. It is essentially a 3" spike, or Beak, attached to one side of a normal Mace, Axe, or other weapon. This Beak allows a great deal of force to be focussed on a single point, thereby penetrating armor, but the weapon has reduced accuracy and an increased chance of Glancing. The Beak does the ID of a Cutting stroke with the weapon, but this ID is entered on the **Stabbing Hit Location and Damage Table (5B)**.

If a combatant is using the Beaked side of his weapon, then his **Weapon Class** (and therefore his Attack Level) is reduced by 2. Moreover, the **Beak Glances** as a Stabbing weapon, with a -2 modifier to the 0 - 9 Glancing Roll (Section 5.1). If the Glancing Roll is less than 0, the Beak has glanced off the target and caused the weapon to rotate in the user's hand. This rotation means the Beak is no longer aligned to strike the target and the user must expend 3 AC specifically to realign the weapon. If he does not realign the Beak, all further blows are treated as attacks with a Blunt Weapon unless the Beak is attached to a weapon that has striking surfaces on all sides, such as a Mace. Note that the Beak can rotate each time it hits a Shield Parry. Lastly, the penetration of the Strike is limited by the length of the Beak. The Beak may not penetrate past the third column on the Stabbing Damage Table. Any ID beyond the number necessary to reach this point are wasted; the shaft of the weapon is against the target, and no further penetration is possible.

The same rule may be used to model nails driven through Baseball Bats, and similar instances of narrow Stabbing points attached to Cutting weapons. Note that if a combatant rolls a number that would have hit with the normal WC but misses with the -2, then he has hit with the shaft but not with the nail or Stabbing point. Blunt damage should be applied, as appropriate. Note also that a nail is a very narrow Stabbing point, and does 1/10 normal PD as with Screwdrivers.

How common Beaks are in a game or campaign should be left to referee discretion. Be forewarned, however, that while Beaks are inaccurate and unreliable, they can be quite lethal.

"That's Unreasonable!"

Horatio

5.7

CHAINSaws

As a weapon, the **Chainsaw** remains a bizarre novelty. It is not sensible, reasonable, or even terribly efficient, but it holds a certain fascination and has been included for that reason. Unlike the other weapons in this supplement, a Chainsaw does not penetrate by impact, but by sustained contact and cutting. In a fight, it is unlikely that a combatant will be able to apply the blade for extended times.

For a Chainsaw, the **Cutting Power** is critical. The Cutting Power is equal to the ID rolled, minus the following **Armor Adjustment**. Targets with NO armor have an Armor Adjustment of 0, those with LT have an Adjustment of 4, ML is 8, BR is 10, PL is 12, and I is infinite; it cannot be penetrated by a Chainsaw.

Enter either the Cutting or Stabbing Damage Table, depending on the type of Strike taken, with the Cutting Power as ID against a NO target. This gives the **Base PD**. The Base PD is then multiplied by 6, representing the large area being cut by the Chainsaw, to determine the actual PD.

If the Cutting Power is greater than or equal to 0, then on the next Impulse the attacker may choose not to Recover, but to Strike again. He must again roll to hit, and if he hits, the blade is still in contact and a new ID should be rolled. Subtract 1/2 the normal Armor Adjustment from this, and add the new Cutting Power to the old Cutting Power. This new number is now entered on the NO line as ID, for the damage caused during the second Impulse. If the attacker misses, then the Chainsaw has been dislodged and any further Strikes must begin as initial hits.

"That's Disgusting!"

Horatio

Example:

Gil the Treacherous uses a 30" Chainsaw to Cut an opponent who is in Leather armor (LT). The ID of the Strike is $(10) + 3$; Gil rolls a 9, for a 12 ID hit. The Cutting Power is therefore $12 - 4 = 8$ ID. Gil rolls a 50 for the Hit Location, and hits in the Upper Chest. Checking for an 8 ID hit against NO armor, this Strike does 100 PD times the damage multiplier of 6, for a total of 600 PD. On the next Impulse, if Gil decided to continue the Cut he would roll to hit using the normal odds. If he hit, he would again roll ID, and the Cutting Power would be equal to 8 (the old Cutting Power) plus the new ID (a ten-sided die plus 2) minus 2 (one-half the Armor Adjustment.)

Note that if the Cutting Power on any hit is less than or equal to 0, the blade is not penetrating the armor. That's what you get for trying to use a Chainsaw in combat.

"Have we found Louis?"

Blackjack

"Well, most of him."

Mojo Whiteleg

5.8

SURFACE CUTS

Certain weapons do not create the deep cuts which are modeled by the Cutting Damage Table. Instead, weapons like Broken Bottles, Whips, Razors, and Knives, when used for Slashing, cut along the surface of the target. Cuts like these can cause serious damage to an unarmored target, but will not bother an armored person.

To accurately model this type of damage, roll the Hit Location normally and enter the Cutting Damage Table with an ID equal to the attacker's Damage Bonus (DB), and read off the **Base PD**. If the target is armored, subtract 1 from the DB for LT armor, 2 for ML, 3 for BR, and 4 for PL. (1 armor is of course immune to Surface Cutting.) If the PD is less than or equal to 0, then the Strike does no damage. If it is 1 or greater, then roll the ID given for the weapon, and multiply this number by the Base PD for the actual PD done. In essence, the ID roll represents the length of the cut, and the DB is used to represent its depth.

Example:

A combatant slashes an unarmored opponent with his Switchblade. He has a Damage Bonus of 1, and rolls a 52 for Hit Location. This is the Lower Chest. The Base PD done by 1 ID on the NO armor line is 3 PD. He rolls a 3 for his ID, and does $3 \times 3 = 9$ PD.

5.9

WHIPS

Under normal circumstances, Whips cannot be considered legitimate combat weapons, but they sometimes appear in gaming situations. Players who voluntarily choose to use a Whip in battle should be cautioned that, against an armed and armored opponent, it generally does not work the way they say it does in the movies.

Whips create **Surface Cuts**, as discussed above in Section 5.8, but use the **Blunt Hit Location and Damage Table (5D)** to find the Base PD. They can also be used to Entangle or Disarm an opponent.

Entanglement occurs when the Whip wraps securely around the Arm, Leg, or Head of the target. This is the option of the wielder; that is, any time he hits his opponent's Arm, Leg, or Head, he may elect to Entangle. The player must of course successfully hit, and Surface Cut damage is done normally as well. When a limb is Entangled, the target must treat that limb as being Disabled until it is released. Any person with an Entangled Head automatically loses 4 Combat Actions. The wielder may not Entangle any Hit Location on the target's torso.

Once the target is Entangled, the wielder may attempt to pull him off balance. Each attempt to pull an opponent off-balance takes two full Impulses, and uses the rules for Ramming (Section 5.2). The formula is $6 + 2 \times (6) + \text{Difference between the wielder's CF and the target's}$. As with Ramming, the target may lose Actions or even be Knocked Down, depending on how powerful the two parties are. If the target elects to counter this pull, then he may also roll against the wielder, as in a Collision, using the above formula. This sort of tug of war may continue indefinitely, with each combatant causing the other to lose Combat Actions, until one or the other is actually Knocked Down, the attacker lets go of the Whip, or until something else breaks the action. As with Rams and Collisions, if one of the two parties is not aware of the other's action, or elects to not counter, then his CF is treated as 0.

One possible way of ending a tug of war, and a viable option for a target who does not want to get into one or who would like regain the full use of his limb, is to cut the Whip. The Whip has a Defense Level of 0 and a Parry Column of 3, and is Cut in two by any Cutting Strike of 6 ID or greater (This type of solid Strike is necessary because the Whip will give and flex under the blow; if it is braced, only 2 ID are needed to cut it).

If the wielder of a Whip intends to Disarm his opponent, he must successfully hit the Forearm or Hand with the weapon in it. (See Aiming For Hit Locations, Section 5.15.) Surface Cut Damage is done normally, and there is a 10% chance per point of PD that the target will drop his weapon.

5.10

LODGED WEAPONS

"...and if the Bayonet becomes stuck, you can always free the weapon by firing it."

Bayonet Pete

In most cases a battle flows freely, with the combatants Striking and Parrying as they desire. Occasionally, however, a weapon gets caught in armor (or an opponent), and the wielder can lose precious time pulling it free. The **Lodged Weapons** rule reflects this.

The only weapons subject to Lodging are Stabbing weapons which have passed entirely through the target, and Cutting weapons. Flanged and Blunt weapons never become Lodged.

Cutting Weapons

An edged weapon has a 1% chance per point of ID over 10 of becoming Lodged in the target. That is, a Strike with 13 ID has a 3% chance of Lodging.

If the weapon does Lodge, then it is useless until it is freed; trying to free a weapon uses all of the Character's Actions for one Impulse and is considered a Striking Action for Parrying. The chance of the weapon remaining Lodged is small; subtract 5 times the Character's Damage Bonus from the previous Lodging %, and roll again. Subtract this amount each Impulse until the weapon comes free. If the Character does not want to free the weapon, he can elect to let go of it and use another one, or settle for using his free hand only.

If a Strike is being made at a target who is standing next to a tree or wood post, and the percentage rolled by the attacker indicates that the blow misses cleanly, then the weapon can become Lodged in the wood. A clean miss is a blow which would have missed even against a Column 1 Parry. If a weapon hits a tree, there is a 1% chance per point of ID of Lodging. The chance of freeing the weapon is the same as given above.

Stabbing Weapons

Stabbing weapons use the same rules as Cutting weapons to determine if they become Lodged in wood. For opponents, however, the rules are somewhat different.

A Stabbing weapon can only become Lodged if the point passes entirely through the opponent. As discussed earlier, this occurs at the last column where a PD is listed for a given Hit Location. For every point of ID greater than the number necessary to reach this column, there is a 10% chance of Lodging. The chance of the weapon remaining Lodged drops by 10% times the Character's Damage Bonus each Impulse.

5.11

BROKEN WEAPONS

Weapons that are properly cared for rarely break in the normal course of combat. This maintenance includes honing and tending edged weapons, and replacing worn spear hafts and such when necessary. Even when normal maintenance is being performed properly, however, there are situations which can lead to a broken weapon; these include having a weapon hit by a powerful Strike, particularly when it is Lodged or braced, and weapons suffering unusual wear and tear. The rules for these two situations are given below.

Breaking Lodged Weapons

A primary reason that weapons do not break in combat is that they move. That is, when one weapon is hit by another it is knocked aside, and this absorbs a great deal of momentum. If a weapon is Lodged when it is hit, however (Section 5.10), or is braced and immobile for some other reason, then it will absorb the full power of the Strike. If the Strike is powerful enough, then the Lodged weapon can be broken.

Any time a Strike hits a Lodged or braced weapon, the Striking player should determine the ID of the blow using the normal rules (If the Glancing rules of Section 5.1 are being used, then the blow Glances as a Stab against Plate). The target weapon will break if the ID of the Strike is greater than or equal to 40 if the target weapon is a Sword or other metal weapon, 30 for a Pole Arm, Heavy Spear, or Axe or Mace haft, and 20 for Light Spears, Sticks, and similar weapons.

Weapon Fatigue

As mentioned above, it is assumed that Spear hafts and other wooden parts of weapons are replaced when they become worn. Metal is more expensive, however, and is often used until broken. For this reason, it is sometimes necessary to note weapons that have been damaged.

Damage to a weapon happens when misuse or powerful impacts fatigue the metal, creating weaknesses which can cause it to snap under later stress. It is assumed that a weapon becomes **Fatigued** any time the wielder Strikes and rolls a 99, followed by a roll of greater than or equal to his Combat Skill Level on a ten-sided die. This represents radical misuse of the weapon.

A weapon can also become Fatigued when it is used to Parry a Strike of 40 ID or more. Whenever a combatant must Parry such a powerful Strike, he should roll percentile dice. On a roll of 99, followed by a roll of greater than or equal to his Combat Skill Level on a ten-sided die, the Parry has left the weapon Fatigued.

A Fatigued weapon will break the next time the wielder rolls a 99, either when taking a Strike (of any ID) or when Parrying a Strike of 40 ID or more. If a weapon becomes Fatigued a second time, then it will break on an 88 or 99; on a third Fatigue it will break on a 77, 88, or 99, and so forth.

5.12

A trained, capable soldier will rarely mishandle his weapon, but during the chaos of combat it sometimes happens. For game purposes, it is assumed that a combatant will make a mistake on any Strike for which he rolls a 98, followed by a roll on a ten-sided die of greater than or equal to his Skill Level. Note that this means that combatants of 11th Skill Level or greater never mishandle their weapons.

In general, a **Fumble** just means that the combatant has dropped the weapon. Combatants wielding chain weapons or chainsaws, however, must roll less than or equal to their Agility on 3 six-sided dice, or else they hit themselves with their own weapon. The force of the blow is determined normally.

Example:

Donovan is 3rd Level, and would drop his Broadsword on any roll of 98, followed by a roll of 3 or greater on a ten-sided die.

FUMBLES

5.13

When a weapon is hit by a particularly powerful impact, it can be dropped. There is a chance of this happening whenever a weapon is used to Parry, or if it either successfully performs or is hit by an Offensive Weapon Parry. This rule does not apply to Shields.

To determine the chance of a weapon being dropped, first calculate the ID of the Strike against it. If the Glancing rules of Section 5.1 are being used, the impact against the weapon Glances as a Stab against Plate. The chance of the weapon being dropped is found on the following **Weapon Drop Chance Table** by cross-indexing the ID and the defender's Skill Level. There are two parts to the Table. The left portion gives the **Drop Chance** for a One-Handed Weapon Parry while the right portion gives the Drop Chance for a Two-Handed Weapon Parry. If the defender rolls a 00 - 99 number less than or equal to the Drop Chance, he drops his weapon.

Example:

A Broadsword held by a 2nd Level combatant is hit with 12 points of Impact, after Glancing. The chance of the weapon being dropped is 5. The defender rolls a 00 - 99 number. If less than or equal to a 05 is rolled, he drops his weapon.

DROPPED WEAPONS

WEAPON DROP CHANCE TABLE

ID	One-Handed Weapon Parry Defensive Skill Level										Two-Handed Weapon Parry Defensive Skill Level																			
	0	2	4	6	8	10	12	14	16	18	0	2	4	6	8	10	12	14	16	18										
100	Dropped Weapon										61 40 27 20 15																			
90											82										69 40 26 18 13 10									
80											94 68 51										86 43 25 16 11 8 6									
70	Dropped Weapon										50 25 15 10 7 5 4																			
60											66 43 30 21 16										72 27 14 8 5 4 3 2									
50											55 32 21 14 10 8										35 13 7 4 2 2 1 1									
40	45 22 13 8 6 4 3										75 14 5 3 2 1 1 1 0																			
35	69 26 13 8 5 3 2 2										44 8 3 2 1 1 0 0																			
30	37 14 7 4 3 2 1 1										24 4 2 1 0 0																			
25	95 18 7 3 2 1 1 1 0										60 11 2 1 0																			
20	39 7 3 1 1 1 0 0										25 5 1 0																			
18	26 5 2 1 1 0										16 3 1																			
16	84 16 3 1 1 0										10 2 0																			
14	49 9 2 1 0										6 1																			
12	27 5 1 0 0										3 1																			
10	13 2 0 0										2 0																			
8	5 1										1																			
6	2 0										0																			

5.14

CUTTING THROUGH PARRIES

It is possible for a Strike to carry through a Parry, by knocking aside the Shield or Weapon, and continue on to hit the target with a reduced impact. The chance of this happening depends on the force of the Strike, the strength of the Parry, and the Skill of the defender at deflecting the attack. Any time a player Strikes at an opponent who is not Dodging and misses, but rolls less than his Chance of Hitting against a Column 1 Parry, then he has hit the Parrying device.

Roll damage for the blow normally, including Glancing as if Stabbing against Plate. This ID is reduced by one of the following amounts.

For a Shield against a Stabbing blow, reduce the ID by 30.

For other blows, the attacker should roll an additional 00 - 99 number and compare it to the value found on the following **Cutting Through Parry Table** by cross-indexing the Strike's ID and the defender's Skill Level. If the roll is less than or equal to the value listed, the roll is the percent of the ID which carries through the Parry. If the roll is greater than the value listed, the Strike has been deflected. Note that there are two sides to the Table. The left side is for Strikes hitting a parrying device which is heavier than or of equal weight to the weapon, while the right is for parrying devices whose weight is less than the weapon.

The remaining ID are applied against the defender normally, including a second Glancing roll against the defender's armor.

Example:

Axly swings his Battleaxe at a 2nd Level opponent, who is parrying with a Short Sword. The blow does 60 ID, but Axly rolls a 6 for Glancing. This is .75 damage, so 45 ID go against the Short Sword. It weighs less than the Battleaxe, so the maximum amount that can go through is 80% of the ID (using the 40 ID line). Axly rolls a 55, so .55 X 45 (ID) = 25 ID carries through into the opponent.

CUTTING THROUGH PARRY TABLE

ID	Parry Weight Greater Than or Equal to Weapon Defensive Skill Level										Parry Weight Less Than Weapon Defensive Skill Level									
	0	2	4	6	8	10	12	14	16	18	0	2	4	6	8	10	12	14	16	18
100	95	92	88	61	34	21	15	10	8	6	95	92	88	85	82	79	77	57	43	33
90	94	91	87	42	23	15	10	7	5	4	94	91	87	83	80	77	55	39	29	23
80	93	90	65	28	16	10	7	5	3	3	93	90	85	81	77	63	36	26	19	15
70	92	89	41	18	10	6	4	3	2	2	92	89	83	78	53	33	22	16	11	9
60	91	87	24	10	6	3	2	2	1	1	91	87	80	57	31	19	12	9	6	5
50	89	54	13	5	3	2	1	1	1		89	84	70	29	16	9	6	4	3	2
40	87	25	6	2	1	1					87	80	32	13	6	4	2	1	1	1
35	66	16	4	1	1						85	77	19	8	4	2	1	1		
30	39	9	2	1							82	50	11	4	2	1				
25	21	5	1								79	26	5	2	1					
20	10	2									52	11	2	1						
18	7	1									36	7	1							
16	4	1									23	5	1							
14	3										14	3								
12	1										8	1								
10	1										4									
8											1									
6																				

5.15

AIMING AT SPECIFIC
HIT LOCATIONS

In the normal rules, it is assumed that a person uses his Combat Actions as efficiently as possible. Because of this, Hit Locations are determined randomly; the attacker swings at whatever part of his opponent seems to be most vulnerable. Combatants who are higher Level than their targets may choose to aim at particular locations, however. This is governed by the following rules.

The chance of a desired Hit Location being open is based on the difference between the Combat Skill Levels of the attacker and defender, and the basic odds of hitting that location. Just multiply the percent chance of hitting a location, as shown on the appropriate Damage Table, by the number of Combat Skill Levels the attacker is higher than the defender. This is the percent chance of the chosen location being open. The attacker should roll a 00 to 99 number when he wishes to make a Strike.

If he rolls greater than this number, then the desired Hit Location is covered or otherwise defended, and the attacker may not Strike in that Impulse, or the next one. The attempt to find the desired Hit Location delays his Strike by 2 Impulses.

If he rolls less than or equal to the above number, then the desired Hit Location is open. He must now make his normal Odds of Hitting roll; if a hit is indicated, then it is in the desired Location. A miss is still a miss.

The preceding odds assume that the target is aware of the attack and is defending himself. If he is unaware or not defending himself, then treat his Combat Skill Level as 0 when determining the attacker's chance of hitting a particular location.

Example:

Donovan (3rd Level) is in combat with a 5th Level opponent who wishes to Strike at Donovan's head. With a Cutting blow, there is normally a 32% chance of hitting the head. If the attacker chose

"I tried to disable him. You know, a short chop to the forearm and he's out of the fight? But his neck got in the way."

Gil the Treacherous

to Aim at Donovan's Head, he would have a 64% chance of that Location being open, and would then use the normal Odds of Hitting to see if he connected. If he rolled a 65 or higher, he would not be able to Strike on the current Impulse and the next one. During this time he could take any other actions, but could not Strike.

Donovan could not normally choose a Hit Location against this opponent, but if he were Striking when the 5th Level was not aware, he would have 3 times the base chance of hitting a given Location.

5.16

PARRYING FOR ANOTHER COMBATANT

When a friend or ally is under attack from multiple opponents, or when a noncombatant is in danger, Characters may wish to aid them in their defense by Parrying for them. The rules governing Parrying for another person are as follows.

The Parrying Character must be within 1 hex of the person under attack, and must have a weapon or Buckler to Parry with. Parrying for another person costs 1 Action, and the attacker rolls his Odds of Hitting as if the Parrying Character were using a Partial Parry. If this attack "hits", then the Strike has passed the Parry and the attacker may attempt to hit his target as normal. Note that this means the attacker must make 2 Odds of Hitting rolls whenever someone Parries for someone else.

It is very hard to do this with a Shield larger than a Buckler. If a Character wants to use a larger Shield to Parry for another person, he must actually be in the same hex as the target. This is only possible if the target is crouching or prone, and if the target takes no Actions besides Covering Up.

5.17

SHIELD STRIKES

It is certainly possible for a combatant to use his Shield as an offensive weapon. Shield Strikes use all the normal combat rules, have a Range of 1, and cause the amount of Blunt Impact Damage shown on the following table. Thrusting Points and Cutting Edges added to shields are treated as normal weapons, using the Shield's Weapon Class - 2. Note that the Weapon Speeds in the table apply to Shield Strikes only; they are never used to determine how fast a Shield can Parry.

SHIELD STRIKE DATA			
Shield	Weapon Speed (WS)	Weapon Class (WC)	Impact Damage (ID)
Buckler	1.8	- 3	(3)
Round	1.3	- 5	(4)
Heater	1.3	- 5	(4)
Kite	1.3	- 5	(4)
Scutem	1.0	- 7	(6)

5.18

ODDS OF HITTING MODIFIERS

Special situations such as terrain and stance can strongly affect the Odds of Hitting. There are two kinds of modifiers; to the Parry Column and to the Attack Level.

Parry Column Modifiers

When a combatant is defending from a superior position, it is easier for him to protect himself from attacks. For example, a warrior behind a low wall would no longer have to Parry blows aimed at his legs, while one defending a doorway would have some protection from Slashes. In game terms, this is represented by an increase in the defender's Parry Column and, in some cases, Defense Level.

The modifiers shown on the following table should be added to the defender's Parry Column. If this takes the Parry Column above 9, then the additional points should be added to the defender's Defense Level.

PARRY COLUMN MODIFIERS		
Target Situation	Slashing Attack	Stabbing Attack
In a Doorway	+ 2	0
In a Window	+ 3	+ 2
Behind a 3.5 Foot Wall	+ 2	+ 2
On Knees	+ 2	+ 2
Mounted versus Foot Soldiers	+ 1	+ 1
Part of a Shield Wall	+ 2	+ 2

A combatant is considered part of a Shield Wall if he has a member of the same unit or team in the hexes to his left and right, and if all three have Shields (Round or larger). Note that the combatants on each end of a Shield Wall do not receive the Shield Wall bonus.

Example:

Donovan is behind a low wall and uses a Partial Parry with his Buckler against an incoming Strike. This would normally be a Column 4 Parry, but the Parry Column Modifier for being behind a wall is +2, and so his Parry Column is 6. If he chose to use a Full Parry (Column 9), then the +2 would be added to his Defense Level. Since Donovan is 3rd Level, this would let him defend using the Odds of Hitting Table for 5th Level.

Attack Level Modifiers

While Parry Column Modifiers are based on the ease with which the defender can Parry, Attack Level Modifiers come from the difficulties faced by the attacker. The modifiers on the following table are penalties to the Attack Level of the attacker.

ATTACK LEVEL MODIFIERS			
Target Situation	Slash with Bladed Weapon	Slash with Impact Head	Stabbing Points
Back to Wall, Tree, etc.	- 2	0	0
On a Ladder	- 2	0	0
Prone	- 2	0	0
Visibility	- V / 10	- V / 10	- V / 10
Heavy Brush or Jungle	- 2 X R	- 2 X R	- R / 2

The penalties which apply to Slashes with blades represent the difficulty of Striking with only the tip of the weapon, in an attempt to avoid a wall, the ground, or whatever. This modifier applies to any weapon with a long striking surface, including Swords, Bayonets, Sticks, and so forth. Slashing weapons with Impact Heads, such as Maces, Axes, and Rifle Butts, do not suffer from this limitation. Note that bladed Slashing weapons will only do Tip Hit damage, as defined in Section 1.2, Step 9.

The "V" modifier in the Visibility line above represents the percent of darkness surrounding the conflict, ranging from 0, with a well-lit battlefield, to 100, for battles fought in complete darkness. People with special equipment may be partially or completely immune to this modifier.

The "R" modifier is the Range of the weapon; longer weapons are harder to use in close quarters.

"Well, I knew it was wrong, but I didn't think it mattered."

Axly

"OK, I knew it mattered, but I didn't think anyone would notice."

Axly

5.19

Obviously this game has been designed to be easy to use with the **Phoenix Command Combat System**. Combining the two is straightforward; the most immediate questions are answered below.

The biggest difference between PCCS and the Hand-to-Hand System is the scale. PCCS uses a 6 foot hex (or 6 feet per inch), while Hand-to-Hand uses a scale of 2 feet per hex. **Figure 4** shows how these two scales can be superimposed. When necessary, play should be transferred to the Hand-to-Hand scale. For combatants who are not in Hand-to-Hand, the normal PCCS scale is used.

**USING THIS SYSTEM
WITH PCCS**

"Even if they noticed, I didn't think they would know it was me."

Axly

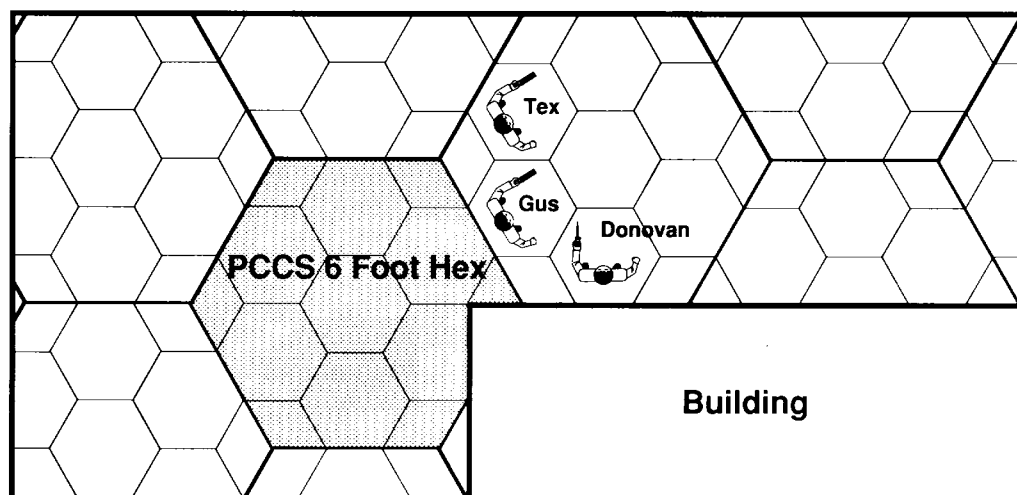


Figure 4: Combat Example

The major difference remaining is that the Hand-to-Hand System incorporates Acceleration and Deceleration times during Movement. Those rules are used to cover the details of Hand-to-Hand combat on the 2 feet per hex scale. When using Hand-to-Hand with PCCS, the Acceleration and Deceleration rules are normally ignored, and combatants are free to Accelerate immediately into Planned Movement. This means they can move at the same speed that opponents using the PCCS scale move, 6 feet per Action. Additionally, when play transfers from the PCCS scale to the Hand-to-Hand scale, the combatants are placed on the map without their initial velocities. In this way Hand-to-Hand and PCCS play together in a natural flow from Impulse to Impulse.

For those using the Master Phasing Count of PCCS Section 5.7, Hand-to-Hand action should be resolved normally each Impulse.

The following example demonstrates the full integration of the two systems.

Example:

Donovan has expended all his ammunition and has pulled a K-Bar Knife. He is hiding behind the corner to an alley as two opponents, Gus and Tex, run around the corner. When Gus and Tex enter Donovan's hex, he attacks.

The game was being played on the normal PCCS scale of 6 feet per hex, but the Hand-to-Hand combat will be resolved on the 2 feet per hex scale. The Referee marks off 7 hexes (Figure 4) and places the combatants. Donovan is against the wall as the 2 opponents enter the hex.

Gus and Tex are running and have used all their CA for the Impulse. Donovan has 1 CA available in the Impulse. He uses this Action to take a Strike at Gus. Donovan has had time to be fully Set and takes a Long Stroke Stab. Gus has a Pistol, which is a 1 Handed Weapon. Since he is in Planned Movement, he has a Partial Parry of 4 (Partial Parry) - 2 (Planned Movement) = 2. Gus is 2nd Hand-to-Hand Skill Level and Donovan's Attack Level (AL) is 5 (Hand-to-Hand Skill Level of 3 plus Weapon Class of +2). Donovan hits automatically. Donovan's Damage Bonus is 1.5 and he rolls a 2 for Stabbing ID. The blow's IDs = 2×1.5 (DB) = 3. Donovan rolls a 45 for Hit Location and hits his unarmored opponent in the Intestines doing 75 PD. Gus fails his KV roll and is Incapacitated.

On the next Impulse, Donovan gets 2 CA and Tex receives 1 CA. Donovan uses his Free Movement to step one hex forward (1AC) and turn 60° toward Tex (1AC). At the same time, Donovan Recovers his blow and takes a Short Stab at Tex. Tex takes a Snap Shot at Donovan. Tex has an EAL = 33 (Range 0 to 1) + 9 (SAL) - 6 (hip fire) - 4 (pistol in one hand) - 18 (Snap Fire Aim Time Mod) - 6 (Donovan moving .5 HPI) + 7 (Low Crouch TS ALM) = 15 . Tex needs a 33 to hit; he rolls a 23 and hits, Incapacitating Donovan.

Donovan's blow Strikes as Tex fires his weapon. This use of Tex's pistol is treated as a Strike, so Tex receives a Column 2 Parry against Donovan's blow. Donovan hits and Incapacitates Tex, leaving all three combatants seriously wounded.

If the Referee wishes, the game on the Hand-to-Hand scale can be run using full Acceleration and Deceleration rules, and combatants moving from one scale to the other could either keep their Velocities or enter play at a Movement Speed of 0. In the preceding example, the two opponents could enter the map at their MS; Donovan would take a Passing Blow at Gus as he went by. Play would continue with Tex either continuing on, or Decelerating and turning to shoot Donovan.

PHOENIX COMMAND HAND-TO-HAND COMBAT STATUS SHEET

Name:

Characteristics

Strength	STR
----------	-----

Intelligence INT

Will WIL

Health HLT

Agility AGI

Base Speed

Maximum Speed MS

Gun Combat Skill Level

Hand-to-Hand Skill Level

Skill Accuracy Level SAL

Combat Efficiency CE

INT Skill Factor ISF

AGI Skill Factor ASF

Combat Actions

Gun Combat CA

Hand-Hand CA

Damage Bonus DB

COMBAT ACTIONS PER IMPULSE

	Impulse			
	1	2	3	4
Gun Combat				
Hand-to-Hand				

Knockout Value	KV
----------------	----

Body Armor	PF	BPF	Armor Class	Weight
------------	----	-----	-------------	--------

Helm:

Visor:

Body:

Arms:

Legs:

Equipment

Physical Status

PD Total:

Disabling Injuries:

Ammunition:

KNOCKOUT TABLE

PD Total	Odds
----------	------

Under KV / 10 00

Over KV / 10	10
--------------	----

Over KV	25
---------	----

Over 2 X KV	75
-------------	----

Over 3 X KV	98
-------------	----

GUN COMBAT DATA

Weapon		Aim Time	Shot Accuracy	Target Range in hexes									
				10	20	40	70	100	200	300	400		
	L	1		FMJ	PEN								
	W	2			DC								
		3											
	RT	4		JHP	PEN								
	ROF	5			DC								
	Cap	6											
	AW	7		AP	PEN								
		8			DC								
	KD	10											
	SAB	12				MA							

HAND-TO-HAND WEAPON DATA

[illegible]

ARCHAIC WEAPON DATA TABLE / 1A

		Weapon Speed (WS)	Weapon Class (WC)	Cutting (IDc)	Stabbing (IDs)	Range 2 Foot Hexes
Medieval Weapons						
ONE-HANDED WEAPONS						
Dagger	1.1	2.8	+2	(3) + 2	(3)	1
Wakizashi	1.8	2.5	+1	(5) + 2	(3)	1
Short Sword	1.7	2.7	+1	(4) + 2	(3)	1
Rapier	1.8	2.7	+1	(2) + 1	(3)	2+
Saber	2.6	2.3	0	(5) + 2	(3)	2+
Broadsword	3.6	2.2	0	(6) + 2	(3)	2
Used in Two Hands		2.3	0	(10) + 2	(5)	2
Scimitar	3.7	2.0	0	(6) + 3	(3)	2+
Used in Two Hands		2.1	0	(10) + 3	(5)	2+
Cutlass	3.1	2.3	0	(5) + 2	(3)	1+
Used in Two Hands		2.4	0	(8) + 2	(4)	1+
Hand and a Half Sword	4.6	2.0	-1	(6) + 2	(3)	2+
Used in Two Hands		2.1	-1	(10) + 4	(5)	2+
Axe or Mace	3.3	2.1	-2	(4) + 4	(3)	1
Used in Two Hands		2.1	-2	(6) + 6	(4)	1
Lance at Charge	9.2	—	—	—	(10) x (3)	5
TWO-HANDED WEAPONS						
Katana	3.0	2.2	0	(10) + 4	(5)	2
Used in One Hand		2.1	0	(5) + 2	(3)	2
No-Dachi	6.8	1.6	-4	(12) + 6	(6)	3
Two Handed Sword	5.9	2.0	-1	(12) + 5	(6)	2+
Great Sword	5.8	1.6	-4	(12) + 6	(6)	3
Battleaxe	4.6	1.8	-3	(8) + 7	(5)	2
Light Spear	3.0	2.1	-2	—	(5)	4
Used in One Hand		2.0	-2	—	(3)	3
Mounted Charge		—	—	—	(12)	3
Heavy Spear	5.0	1.8	-3	—	(6)	4
Used in One Hand		1.7	-4	—	(4)	3
Mounted Charge		—	—	—	(20)	3
Glaive or Naginata	6.2	1.1	-9	(12) + 8	(6)	3 - 4
Choked Grip		1.6	-4	(12) + 7	(6)	1 - 2
Halberd or Poleaxe	5.8	1.2	-8	(12) + 8	(6)	3 - 4
Choked Grip		1.6	-4	(12) + 7	(6)	1 - 2
BLUNT IMPACT WEAPONS						
Club	2.2	2.2	0	(4) + 3	(3)	1
Used in Two Hands		2.4	0	(10) + 5	(5)	1
Quarterstaff	3.4	2.2	0	(8) + 4	(5)	2
Long Grip		2.1	-1	(12) + 5	(5)	3
Mace and Chain	4.2	1.6	+2	(6) + 4	—	2
Used in Two Hands		2.0	+2	(12) + 6	—	2
Nunchaku	2.1	2.1	+1	(4) + 2	—	1+
Stick	2.0	2.5	0	(4) + 2	(3)	2
Used in Two Hands		2.6	0	(10) + 5	(5)	2
Rock	1.5	2.6	0	(6) + 2	—	1
Used in Two Hands	10.0	1.4	-5	(10) + 5	—	1

MODERN WEAPON DATA TABLE / 1B

Modern Weapons	Weight	Weapon Speed (WS)	Weapon Class (WC)	Cutting (IDc)	Stabbing (IDs)	Range 2 Foot Hexes
Baseball Bat Used in Two Hands	2.2	2.5 2.6	+1 +1	(4) + 2 (10) + 3	(3) (5)	2 2
Billyclub, Tonfa	.5	2.8	+2	(3) + 1	(3)	1
Blackjack	.5	2.8	0	(5)	—	1
Bottle Hollywood Type	1.3	2.8 2.8	+1 +1	(3) + 2 (2)	(3) —	1 1
Bullwhip	2.0	1.0	0	(6)	—	5
Chain Used in Two Hands	3.0	2.0 2.2	+2 +2	(6) + 2 (10) + 2	— —	2 2
Chainsaws 18 Inch 30 Inch	19.5 27.3	1.5 1.0	-8 -10	(8) + 2 (10) + 3	(6) + 1 (6) + 3	1+ 2
Chair (2 Hands) Hollywood Type	15.0	1.0 1.0	-12 -12	(12) + 8 (5)	(6) —	2 2
Cleaver or Hatchet Used in Two Hands	2.5	2.3 2.3	-1 -1	(4) + 3 (6) + 5	(3) (4)	1 1
Crowbar Used in Two Hands	2.5	2.3 2.4	0 0	(6) + 2 (10) + 4	(3) (5)	1+ 1+
Entrenching Tool Used in Two Hands	1.8	2.5 2.6	-1 -1	(3) + 3 (5) + 5	(3) (4)	1 1
Hammer 14 Ounce Used in Two Hands	1.5	2.6 2.7	-1 -1	(3) + 3 (6) + 3	(3) (3)	1 1
Hammer 2 pound Used in Two Hands	2.3	2.4 2.5	-2 -2	(4) + 3 (6) + 5	(3) (4)	1 1
Knives Pocket Switch Blade K-Bar Bowie / Survival	.3 .3 .6 1.1	2.9 2.9 2.8 2.8	+2 +2 +2 +2	(2) + 1 (2) + 1 (3) + 1 (3) + 2	(3) (3) (3) (3)	1 1 1 1
Machete Used in Two Hands	2.4	2.3 2.4	0 0	(6) + 2 (10) + 3	(3) (3)	1 1
Pipe 24 inch Used in Two Hands	2.2	2.5 2.6	0 0	(4) + 2 (10) + 3	(3) (4)	1+ 1+
Pipe Wrench 12 inch	3.3	2.1	-2	(4) + 4	(3)	1
Scissors	.2	2.7	+1	—	(3)	1
Screwdriver or Ice Pick	.2	2.9	+2	—	(3)	1
Sledge Hammer 6 pound	7.5	1.0	-9	(10) + 10	(6)	2
Two by Four Used in Two Hands	3.0	2.4 2.5	0 0	(5) + 2 (8) + 4	(3) (5)	2 2
Wood Axe (2 Hands)	3.5	1.7	-2	(10) + 6	(5)	2
SMALL ARMS WEAPONS						
Pistol	2.4	2.4	0	(6) + 3	—	1
Light Rifle with Bayonet	8.0	1.9	-1	(6) + 3	(6) + 2	2+
Heavy Rifle with Bayonet	11.2	1.8	-2	(8) + 3	(6) + 3	2+
Sub-Machinegun	6.8	2.0	-1	(6)	(6) + 1	2

BASE SPEED TABLE / 2A																				
STR	Encumbrance																			
	10	15	20	25	30	35	40	45	50	55	60	70	80	90	100	125	150	200		
21	4.5	4.5	4	4	4	3.5	3.5	3.5	3.5	3.5	3	3	3	3	3	2.5	2.5	2		
20	4.5	4	4	3.5	3.5	3.5	3.5	3.5	3	3	3	3	3	2.5	2.5	2.5	2.5	2		
19	4	4	3.5	3.5	3	3	3	3	3	2.5	2.5	2.5	2.5	2.5	2	2	2	1.5		
18	4	3.5	3.5	3	3	3	2.5	2.5	2.5	2.5	2.5	2	2	2	2	1.5	1.5	1.5		
17	3.5	3	3	3	2.5	2.5	2.5	2.5	2	2	2	2	2	1.5	1.5	1.5	1.5	1		
16	3.5	3	2.5	2.5	2.5	2.5	2	2	2	2	2	1.5	1.5	1.5	1.5	1	1	1		
15	3	3	2.5	2.5	2	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1			
14	3	2.5	2.5	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1	1			
13	3	2.5	2.5	2	2	2	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1	1				
12	3	2.5	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
11	3	2.5	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
10	3	2.5	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
9	3	2.5	2	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
8	3	2.5	2	2	2	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
7	2.5	2.5	2	2	2	1.5	1.5	1.5	1.5	1.5	1.5	1	1	1	1					
6	2.5	2.5	2	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1	1					
5	2.5	2.5	2	2	1.5	1.5	1.5	1.5	1.5	1	1	1	1	1						
4	2.5	2	2	1.5	1.5	1.5	1.5	1	1	1	1	1								
3	2.5	2	1.5	1.5	1.5	1	1	1	1	1	1									
2	2	1.5	1.5	1.5	1	1	1	1												
1	1.5	1.5	1																	

		MAXIMUM SPEED TABLE / 2B							
AGI		Base Speed							
		1	1.5	2	2.5	3	3.5	4	
21		2	4	5	7	9	10	12	
20		2	4	5	7	8	10	11	
19		2	4	5	7	8	10	11	
18		2	4	5	6	8	9	11	
17		2	3	5	6	8	9	10	
16		2	3	5	6	8	9	10	
15		2	3	5	6	7	9	10	
14		2	3	4	6	7	8	9	
13		2	3	4	6	7	8	9	
12		2	3	4	5	7	8	9	
11		2	3	4	5	6	7	8	
10		2	3	4	5	6	7	8	
9		2	3	4	5	6	7	8	
8		2	3	4	4	5	6	7	
7		2	3	3	4	5	6	7	
6		2	2	3	4	5	5	6	
5		1	2	3	4	4	5	6	
4		1	2	3	3	4	4	5	
3		1	2	2	3	3	4	4	
2		1	1	2	2	3	3	4	
1		1	1	1	2	2	2	3	

COMBAT EFFECTIVENESS	
Skill Level	CE
0	0
1	5
2	7
3	9
4	10
5	11
6	12
7	13
8	14
9	15
10	16
11	17
12	18
13	19
14	20
15	21
16	22

COMBAT ACTIONS (CA) / DAMAGE BONUS (DB) TABLE / 2D																			
MS	ASF = AGI + Combat Efficiency																		
	Agility Skill Factor (ASF)																		
	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39		
1	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	1 .5	2 .5	2 .5	2 .5	2 .5	2 .5		
2	1 .5	1 .5	1 .5	2 .5	2 .5	2 .5	2 .5	2 .5	2 .5	3 .5	3 .5	3 .5	3 .5	3 .5	3 .5	4 .5	4 .5		
3	1 .5	2 .5	2 .5	2 .5	3 .5	3 .5	3 1	3 1	4 1	4 1	4 1	4 1	5 1	5 1	5 1	5 1	6 1		
4	2 .5	2 .5	3 1	3 1	4 1	4 1	4 1	5 1	5 1	5 1	6 1	6 1.5	6 1.5	7 1.5	7 1.5	7 1.5	7 2		
5	2 .5	3 1	3 1	4 1	4 1	5 1	5 1.5	6 1.5	6 1.5	7 1.5	7 2	7 2	8 2	8 2.5	8 2.5	9 2.5	9 2.5		
6	3 1	3 1	4 1	5 1.5	5 1.5	6 1.5	6 2	7 2	7 2	8 2.5	8 2.5	9 3	9 3	10 3	10 3.5	11 3.5	11 4		
7	3 1	4 1	5 1.5	5 1.5	6 2	7 2	7 2.5	8 2.5	9 3	9 3	10 3.5	10 3.5	11 4	11 4	12 4.5	12 4.5	13 5		
8	3 1	4 1.5	5 2	6 2	7 2.5	8 2.5	9 3	9 3.5	10 3.5	11 4	11 4.5	12 4.5	12 5	13 5.5	14 5.5	14 6	15 6.5		
9	4 1.5	5 2	6 2	7 2.5	8 3	9 3.5	10 4	10 4	11 4.5	12 5	13 5.5	13 6	14 6	15 6.5	15 7	16 7.5	17 8		
10	4 2	6 2	7 2.5	8 3	9 3.5	10 4	11 4.5	12 5	12 5.5	13 6	14 6.5	15 7	16 7.5	16 8	17 8.5	18 9	18 9.5		
11	5 2	6 2.5	7 3	9 3.5	10 4.5	11 5	12 5.5	13 6	14 6.5	15 7.5	15 8	16 8.5	17 9	18 9.5	19 10	19 11	20 12		

CA PER IMPULSE	
CA	Impulse
	1 2 3 4
1	1
2	1 1
3	1 1 1
4	1 1 1 1
5	2 1 1 1
6	2 1 2 1
7	2 1 2 2
8	2 2 2 2
9	3 2 2 2
10	3 2 3 2
11	3 2 3 3
12	3 3 3 3
13	4 3 3 3
14	4 3 4 3
15	4 3 4 4
16	4 4 4 4
17	5 4 4 4

ARMOR DATA TABLE / 3A

Armors	Armor Class	BPF	Armor Weights					
			Total	Head	Visor	Body	Arms	Legs
Medieval								
Clothing	NO	0	5.0	—	—	2.0	1.0	2.0
Leather								
Untreated	LT	2	17.0	2.0	—	5.0	3.5	6.5
Hardened	ML	2	29.0	3.0	—	9.0	6.0	11.0
Mail								
Light	LT	2	26.0	3.0	—	7.5	5.5	10.0
Regular	ML	2	29.0	3.5	—	8.5	6.0	11.0
Double	BR	3	56.0	7.0	—	16.0	12.0	21.0
Brigandine	BR	3	45.5	5.5	—	13.5	9.5	17.0
Scale	BR	3	56.8	6.6	—	16.8	11.8	21.6
Plate	PL	3 +	54.0	6.0	1.0	16.0	11.0	20.0
Modern								
Clothing	NO	0	5.0	—	—	2.0	1.0	2.0
Flexible								
Light	LT	1	2.0	—	—	2.0	—	—
Medium	ML	1	2.6	—	—	2.6	—	—
Heavy	BR	2	3.2	—	—	3.2	—	—
Flak Vest	I	3	10.3	—	—	10.3	—	—
Police Helmet	LT	2	2.5	2.5	—	—	—	—
Rigid								
Light	I	4	15.4	3.1	.8	11.5	—	—
Medium	I	5	19.8	4.0	.8	15.0	—	—
Heavy	I	6	24.0	—	—	24.0	—	—
High Tech								
Flexible								
Light	LT	1	2.0	—	—	2.0	—	—
Medium	ML	1	2.5	—	—	2.5	—	—
Heavy	BR	2	3.0	—	—	3.0	—	—
Combat Suit	LT	1	7.4					
Level 1	LT - BR	1 - 3	13.9					
Level 2	LT - I	1 - 5	29.3					
Level 3	LT - I	1 - 6	37.1					
Level 4	LT - I	1 - 6	47.1					
Level 5	LT - I	1 - 7	56.2					
DRGN Suit	ML	1	10.0					
Power Armor	I	8 - 10	Var					

UNARMED COMBAT TABLE / 3B

Attacker's Action	ID	Action Cost	Weapon Class
Strike			
Fist	0 - 1	1	+ 2
Elbow	0 - 1	1	0
Knee	0 - 1	2	0
Kick	0 - 2	2	0
Head Butt	0 - 1	1	- 2
Recover			
Fist		1	
Elbow		1	
Knee		2	
Kick		2	
Head		2	
Set			
Fist		1	
Elbow		2	
Knee		2	
Kick		3	
Head Butt		2	
Block			
		1	
Dodge			
		4 Imp	
Cover Up			
		1 Imp	

PARRY DATA TABLE / 3C

Parry Device	Partial Parry (PP)	
	Weight	
One Handed Weapon	Var	4
Two Handed Weapon	Var	5
Buckler Shield	4.6	4
Round Shield	10.0	5
Heater Shield	9.7	6
Kite Shield	11.2	7
Scutem Shield	23.1	8
Dodge		MS - 1
Cover Up		PP + 1

ACTION TIME TABLE / 3D

Action		Action		Action	Get Out	Put On	Take Off
Cost	Free Movement Actions	Cost	Action				
1	Move Forward 1 hex	2	Draw a sheathed weapon	Arming			
2	Move Oblique 1 hex	3	Draw a slung weapon	Helmet	4	8	4
3	Move Backward 1 hex	4	Pick Up a weapon from ground	Close Visor	-	1 - 2	3
		2	Switch Hands with a weapon	Gauntlet	2	3	2
1	60° Facing Change While Moving	1	Change Grip (close - long)	Shield	8	6	3
1	60° Facing Change Stationary	1	Change Grip (1 - 2 Hand)	Buckler	4	2	1
		3	Rotate Axe (blade - beak)				
		3	Recover Defense after Knockdown	Fix Bayonet	2	3	3
		2	Prone to Kneeling				
		3	Prone to Standing				

ODDS OF HITTING TABLE / 4

Defensive Skill Level 0										Defensive Skill Level 1										Defensive Skill Level 2									
Parry Class										Parry Class										Parry Class									
AL	9	8	7	6	5	4	3	2	1	AL	9	8	7	6	5	4	3	2	1	AL	9	8	7	6	5	4	3	2	1
-9	21	22	23	24	26	27	29	31	32	-9	14	16	17	19	21	23	27	30	32	-9	9	11	14	16	18	21	25	30	32
-8	24	25	26	27	28	30	32	35	36	-8	15	17	19	22	24	26	30	34	36	-8	10	13	15	18	20	23	28	33	36
-7	26	28	29	30	32	33	36	39	40	-7	17	19	22	24	26	29	33	38	40	-7	11	14	17	20	23	26	31	37	40
-6	29	31	32	34	35	37	40	43	44	-6	19	22	24	27	29	32	37	42	44	-6	12	16	19	22	25	28	35	41	44
-5	33	34	36	38	39	41	44	48	49	-5	21	24	27	30	33	35	41	47	49	-5	14	17	21	25	28	32	39	46	49
-4	36	38	40	42	44	46	49	53	55	-4	24	27	30	33	36	39	46	52	55	-4	16	20	23	27	31	35	43	51	55
-3	40	42	45	47	49	51	55	59	61	-3	27	30	34	37	40	44	51	58	61	-3	17	22	26	31	35	39	48	57	61
-2	45	47	50	52	54	56	61	66	68	-2	30	33	37	41	45	49	56	64	68	-2	19	24	29	34	39	44	53	63	68
-1	50	53	55	58	60	63	68	73	76	-1	33	37	42	46	50	54	63	71	76	-1	22	27	32	38	43	49	59	70	76
0	56	58	61	64	67	70	75	81	84	0	37	41	46	51	56	60	70	79	84	0	24	30	36	42	48	54	66	78	84
1	62	65	68	71	74	78	84	90	93	1	41	46	51	57	62	67	78	88	93	1	27	34	40	47	53	60	73	87	93
2	69	72	76	79	83	86	93			2	45	51	57	63	69	75	86	98		2	30	37	45	52	59	67	82	96	
3	76	80	84	88	92	96				3	51	57	64	70	76	83	96			3	33	42	50	58	66	74	91		
4	85	89	94	98						4	56	63	71	79	86	94				4	37	46	55	64	74	83			
5	94									5	63	71	79	86	94					5	41	51	62	72	82	92			
6										6	70	78	87	96						6	46	57	68	80	91				
7										7	77	87	97							7	51	64	76	89					
8										8	86	97								8	57	71	85	98					
9										9	96									9	63	79	94						
10										10										10	70	87							
11										11										11	78	97							
12										12										12	87								
13										13										13	97								
14										14										14									
15										15										15									
16										16										16									
17										17										17									
18										18										18									
19										19										19									
20										20										20									

Defensive Skill Level 3										Defensive Skill Level 4										Defensive Skill Level 5									
Parry Class										Parry Class										Parry Class									
AL	9	8	7	6	5	4	3	2	1	AL	9	8	7	6	5	4	3	2	1	AL	9	8	7	6	5	4	3	2	1
-9	6	8	11	14	16	19	24	30	32	-9	3	6	9	12	15	18	24	29	32	-9	2	5	8	11	14	17	23	29	32
-8	6	9	12	15	18	21	27	33	36	-8	4	7	10	13	17	20	26	33	36	-8	2	6	9	12	16	19	26	33	36
-7	7	10	14	17	20	24	30	37	40	-7	4	8	12	15	19	22	29	36	40	-7	3	6	10	14	18	21	29	36	40
-6	8	12	15	19	23	26	34	41	44	-6	5	9	13	17	21	25	33	40	44	-6	3	7	11	15	20	24	32	40	44
-5	9	13	17	21	25	29	37	45	49	-5	6	10	14	19	23	28	36	45	49	-5	3	8	13	17	22	26	36	45	49
-4	10	15	19	24	28	33	45	51	55	-4	6	11	16	21	26	31	40	50	55	-4	4	9	14	19	24	29	40	50	55
-3	11	16	21	26	31	36	46	56	61	-3	7	13	18	23	29	34	45	56	61	-3	4	10	16	21	27	33	44	55	61
-2	13	18	24	29	35	40	51	62	68	-2	8	14	20	26	32	38	50	62	68	-2	5	11	18	24	30	37	49	62	68
-1	14	20	26	33	39	45	57	69	76	-1	9	16	22	29	36	42	56	69	76	-1	6	13	20	27	34	41	55	69	76
0	16	23	29	36	43	50	64	77	84	0	10	18	25	32	40	47	62	77	84	0	6	14	22	30	37	45	61	76	84
1	18	25	33	40	48	56	71	86	93	1	11	20	28	36	44	52	69	85	93	1	7	16	25	33	42	50	68	85	93
2	20	28	37	45	53	62	79	95		2	13	22	31	40	49	58	76	95		2	8	18	27	37	46	56	75	94	
3	22	31	41	50	59	69	87			3	14	24	35	45	55	65	85			3	9	20	30	41	52	62	83		
4	25	35	45	56	66	76	97			4	16	27	38	50	64	72	94			4	10	22	34	46	57	69	93		
5	27	39	50	62	73	85				5	18	30	43	55	68	80				5	12	25	38	51	64	77			
6	30	43	56	69	81	94				6	20	34	48	61	75	89				6	13	27	42	56	71	85			
7	34	48	62	76	91					7	22	38	53	68	84					7	15	31	47	63	79	95			
8	38	53	69	85						8	25	42	59	76	93					8	16	34	52	70	88				
9	42	59	77	94						9	28	47	65	84						9	18	38	58	78	97				
10	47	66	86							10	31	52	73	94						10	20	42	64	86					
11	52	74	95							11	34	58	81							11	23	47	71	96					
12	58	82								12	38	64	90							12	25	52	79						
13	64	91								13	43	71								13	28	58	88						
14	72									14	47	79								14	31	65	98						
15	80									15	53	89								15	35	72							
16	88									16	59	98								16	39	80							
17	98									17	65									17	89	93							
18										18	72									18	48								
19										19	80									19	53								
20										20	89									20	59								

Defensive Skill Level 6											Defensive Skill Level 7											Defensive Skill Level 8																
Parry Class											Parry Class											Parry Class																
AL	9	8	7	6	5	4	3	2	1		AL	9	8	7	6	5	4	3	2	1		AL	9	8	7	6	5	4	3	2	1							
-9	1	4	7	10	13	17	23	29	32		-9	0	4	7	10	13	16	23	29	32		-9	0	3	6	10	13	16	23	29	32							
-8	1	4	8	11	15	19	26	32	36		-8	0	4	7	11	14	18	25	32	36		-8	0	3	7	11	15	18	26	32	36							
-7	1	5	9	13	17	21	28	36	40		-7	1	5	8	12	16	20	28	36	40		-7	0	4	8	12	16	20	28	36	40							
-6	2	6	10	14	19	23	30	40	45		-6	1	5	9	14	18	22	31	40	45		-6	0	4	9	13	18	22	31	30	45							
-5	2	7	11	16	21	26	35	45	49		-5	1	6	11	16	20	25	35	45	49		-5	0	5	10	15	20	25	35	45	49							
-4	2	8	12	18	23	29	39	50	55		-4	1	6	12	17	22	28	39	50	55		-4	0	6	11	17	22	28	39	49	55							
-3	3	9	14	20	26	32	44	55	61		-3	1	7	13	19	25	31	43	55	61		-3	1	7	13	19	25	31	43	55	61							
-2	3	10	16	23	29	36	49	61	69		-2	2	8	15	22	28	35	48	61	68		-2	1	8	14	21	28	34	48	61	68							
-1	4	11	18	25	32	40	54	68	76		-1	2	9	17	24	31	39	54	68	76		-1	1	9	16	23	31	38	53	68	76							
0	4	12	20	28	36	44	60	76	84		0	2	11	19	27	35	43	60	76	84		0	1	10	18	26	34	43	59	76	84							
1	5	13	22	31	40	49	67	84	93		1	3	12	21	30	39	48	66	84	93		1	2	11	20	29	38	47	66	84	93							
2	5	15	25	35	45	54	74	94		2	3	13	23	33	43	53	74	94		2	2	12	22	32	43	53	73	94		2	2	12	22	32	43	53	73	94
3	6	17	28	39	50	61	82			3	4	15	26	37	48	59	82			3	2	13	25	36	47	59	81			3	2	13	25	36	47	59	81	
4	7	19	31	43	55	67	92			4	4	17	29	41	54	66	91			4	2	15	28	40	53	65	90			4	2	15	28	40	53	65	90	
5	7	21	34	48	61	75				5	5	18	32	46	60	73				5	3	17	31	45	59	73			5	3	17	31	45	59	73			
6	8	23	38	63	68	83				6	5	21	36	51	66	82				6	3	19	34	50	65	81			6	3	19	34	50	65	81			
7	9	26	43	59	76	92				7	6	23	40	57	74	91				7	4	21	38	55	72	90			7	4	21	38	55	72	90			
8	11	29	47	66	84					8	7	26	44	63	82					8	4	23	42	61	81			8	4	23	42	61	81					
9	12	32	53	73	94					9	8	29	49	70	91					9	5	26	47	68	89			9	5	26	47	68	89					
10	13	36	59	81						10	9	32	55	78						10	6	29	52	76			10	6	29	52	76							
11	15	40	65	90						11	10	35	61	87						11	6	32	58	84			11	6	32	58	84							
12	17	45	73							12	11	39	68	97						12	7	36	65	94			12	7	36	65	94							
13	18	50	81				HIT			13	12	44	76						HIT	13	8	40	72				13	8	40	72			HIT					
14	21	55	90							14	14	49	84							14	9	45	80				14	9	45	80								
15	23	61								15	15	54	93							15	10	50	89				15	10	50	89								
16	26	68								16	17	60								16	11	55					16	11	55									
17	29	76								17	19	67								17	13	61					17	13	61									
18	32	84								18	21	75								18	14	68					18	14	68									
19	35	94								19	24	83								19	16	76					19	16	76									
20	39									20	26	92								20	18	84					20	18	84									

Defensive Skill Level 9 - 11											Defensive Skill Level 12 - 14											Defensive Skill Level 15 +																	
Parry Class											Parry Class											Parry Class																	
AL	9	8	7	6	5	4	3	2	1		AL	9	8	7	6	5	4	3	2	1		AL	9	8	7	6	5	4	3	2	1								
-9	0	3	6	9	13	16	22	29	32		-9		3	6	9	12	16	22	29	32		-9		2	6	9	12	16	22	29	32								
-8	0	3	7	10	15	18	25	32	36		-8		3	6	10	13	18	25	32	36		-8		2	6	10	13	17	25	32	36								
-7	0	4	8	12	16	20	28	36	40		-7		3	7	11	16	20	28	36	40		-7		3	7	11	15	19	28	36	40								
-6	0	4	9	13	18	22	31	40	45		-6		4	8	12	18	22	31	40	45		-6		3	8	12	17	21	31	40	45								
-5	0	5	10	15	20	25	35	44	49		-5		4	9	14	19	24	34	44	49		-5		4	9	14	19	24	34	44	49								
-4	0	5	11	16	22	28	39	49	55		-4		5	10	16	21	27	38	49	55		-4		4	10	16	21	27	38	49	55								
-3	0	6	12	18	25	31	43	55	61		-3		6	12	18	24	30	43	55	61		-3		5	11	18	24	30	43	55	61								
-2	0	7	14	21	27	34	48	61	68		-2		6	13	20	27	34	47	61	68		-2		6	13	20	27	34	47	61	68								
-1	0	8	15	23	30	38	53	68	76		-1		7	15	22	30	38	53	68	76		-1		7	14	22	30	37	53	68	76								
0	1	9	17	26	34	42	59	76	84		0		0	8	16	25	33	42	59	76	84		0		8	16	25	33	42	59	76	84							
1	1	10	19	28	38	47	66	84	93		1		0	9	18	28	37	46	65	84	93		1		9	18	27	37	46	65	84	93							
2	1	11	21	32	42	52	73	93		2		0	10	20	31	41	52	72	93		2		10	20	30	41	51	72	93		2	2	10	20	30	41	51	72	93
3	1	13	24	35	47	58	81			3		0	11	23	34	46	57	81			3		11	22	34	46	57	80			3	3	11	22	34	46	57	80	
4	1	14	27	39	52	65	90			4		0	13	25	38	51	64	90			4		12	25	38	51	64	89			4	4	12	25	38	51	64	89	
5	2	16	30	44	58	72				5		0	14	28	43	57	71				5		13	28	42	56	71			5	5	13	28	42	56	71			
6	2	17	33	49	64	80				6		0	16	32	47	63	79				6		15	31	47	63	79			6									

		CUTTING HIT LOCATION AND DAMAGE TABLE / 5A																																
		Armor Class	Impact Damage (ID)																															
Hit Location		PL	11	21	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	01	09	17	25	33	41	57						
		BR	5	9	13	16	20	25	30	35	41	44	47	50	53	56	59	62	65	68	71	74	80	86	92	98	04	16						
		ML	4	7	10	13	17	19	20	23	25	27	29	31	33	35	37	39	41	43	45	47	51	55	59	63	67	75						
		LT	3	4	5	7	11	13	15	17	19	21	23	24	26	28	30	31	33	35	37	38	42	45	49	52	56	63						
Left	Right	NO	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30	34						
00 - 31	Head		1	1	29	90	4H	8H	2K	3K	5K	7K	9K	1T	1T	2T	2T	2T	3T	3T	4T	4T	5T	7T	9T	1X	1X	2X						
32 - 32	Neck		3	1K	1K	1K	1K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K	3K	3K	6K	1T	1T	2T	2T	2T	3T	3T							
33 - 44	45 - 49	Shoulder	1	1	4	7	13	17	23	28	34	52	76	1H	1H	1H	2H	2H	2H	3H	3H	4H	5H	6H	3K	4K	4K	5K						
50 - 50	Upper Chest		3	3	3	5	20	40	65	1H	2H	3H	4H	6H	9H	1K	1K	2K	2K	2K	3K	3K	4K	5K	6K	7K	2T	5T						
51 - 52	Lower Chest		3	3	3	5	18	25	36	52	80	1H	2H	4H	8H	9H	1T	1T	1T	2T	2T	3T	4T	4T	5T	7T	9T	1X						
53 - 54	Abdomen		2	8	25	52	71	1H	2H	3H	4H	5H	6H	7H	1K	1K	1K	2K	2K	2K	2K	2K	2K	3K	3K	3K	4K	9K						
55 - 59	Hip		1	2	3	5	15	22	29	43	54	66	89	1H	1H	2H	3H	3H	4H	5H	5H	6H	9H	1K	1K	2K	2K	2K						
60 - 63	64 - 69	Upper Arm	3	4	6	11	16	19	23	40	57	77	1H	1K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K	2K						
70 - 72	73 - 76	Forearm	3	8	13	15	19	28	42	69	91	4H	8H	9H	1K	1K	1K	1K	1K	1K	1K	1K	1K	1K	1K	1K	1K	1K						
77 - 79	80 - 82	Hand	1	3	6	15	26	42	64	93	1H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H	2H						
83 - 88	89 - 94	Thigh	2	6	13	35	52	72	98	1H	2H	2H	2H	3H	3H	3H	3H	3H	3H	4H	4H	5H	5H	5H	6H	6H	7H	8H	3K					
95 - 98	99 - 99	Shin	2	4	6	10	22	31	55	69	86	1H	2H	3H	4H	5H	5H	5H	5H	5H	6H	6H	6H	7H	7H	8H	2K	2K	2K					

		Armor Class	Impact Damage (ID)																																
			*																																
Hit Location		PL	6	7	9	12	13	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35							
		BR	4	5	7	9	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32							
		ML	3	4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29							
		LT	2	3	4	5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28							
Left	Right	NO	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26							
00 - 05	Forehead		80	2H	4H	1K	2K	4K	6K	8K	1T	2T	2T	2T	3T	3T	3T	4T	4T																
06 - 07	Eye		61	2H	4H	1K	2K	4K	6K	8K	1T	1T	2T	2T	2T	3T	3T																		
08 - 14	Mouth		2	4	20	31	41	51	2H	1K	4K	5K	5K	5K	5K	5K	5K	6K	6K	6K	6K	7K	7K	7K	7K										
15 - 17	Neck		25	67	1H	2H	1K	3K	4K	4K	4K	5K	5K	6K	6K	6K	6K	6K	7K	7K	7K	8K	8K												
18 - 19	Base of Neck		3	13	21	32	38	50	1H	6H	4K	4K	5K	6K	6K	6K	6K	6K	6K	7K	7K	7K	7K	8K											
20 - 20	21 - 21	Shoulder Socket	1	1	2	3	4	5	6	9	11	13	15	17	20	23	26	29	32	35	38	41	44	48	51	54	65	82							
22 - 23	24 - 25	Shoulder Scapula	5	11	22	38	50	72	87	1H	1H	1H																							
26 - 30	Lung		1	1	5	28	4H	5H	5H	9H	1K	1K																							
31 - 32	Heart		3K	5K	8K	1T	1T	1T	2T	2T	3T	3T	4T	4T	4T	4T	5T	5T	5T	5T	6T	6T	7T	7T	7T	7T									
33 - 34	Liver		1	1	9	72	2H	4H	7H	9H	9H	1K	2K	2K	2K	2K																			
35 - 35	Stomach		1	1	6	27	52	1H	2H	2H	2H	3H	4H	5H	6H	6H																			
36 - 38	Stomach-Kidney		1	1	6	33	86	3H	5H	7H	8H	1K	2K	3K	3K	3K																			
39 - 40	Liver - Spine		14	65	1H	1H	2H	6H	2K	4K	5K	7K	7K	7K	7K	7K	7K	7K	9K	9K	1T	1T	1T	1T	1T										
41 - 42	Liver - Kidney		1	1	9	72	2H	5H	9H	1K	1K	2K	2K	3K	4K	4K																			
43 - 46	Intestines		12	33	75	1H	2H	3H	4H	5H	5H																								
47 - 47	Spine		12	33	40	48	55	66	2K	3K	5K	5K	5K	5K	5K	5K	6K	6K	6K	6K	7K	7K	7K	7K	7K										
48 - 54	Intestines-Pelvis		10	33	81	1H	2H	2H	3H	3H	4H	4H	5H	5H																					
55 - 58	Hip Socket		1	1	2	3	4	6	7	8	9	11	14	17	20	23	26	29	32	36	40	44	48	52	56	60	63	86							
59 - 62	63 - 66	Upper Arm	2	3	4	5	7	12	24	41	61	85	1H																						

* Maximum Penetration Depth with a Beaked Axe.

FLANGE HIT LOCATION AND DAMAGE TABLE / 5C																														
Hit Location		Armor BPF	Impact Damage (ID)																											
		3+	6	9	12	17	23	27	34	37	40	43	47	50	54	56	59	63	67	71	76	78	81	86	88	91	97	01		
		3	4	7	9	13	17	20	24	28	30	32	35	38	41	42	44	47	51	54	57	59	61	65	67	69	73	76		
		2	3	5	6	9	11	13	15	18	20	21	23	25	27	28	29	32	34	36	38	39	41	43	44	46	49	51		
		1	2	4	5	7	8	10	11	13	14	16	17	18	20	21	22	24	26	27	29	30	31	33	34	35	37	38		
Left	Right	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26		
00 - 31	Head		1	32	98	2H	4H	7H	1K	1K	2K	3K	3K	4K	5K	6K	8K	9K												
32 - 32	Neck		2	6	12	18	26	38	47	70	84	90	1H	1H	1H	1H	2H	2H	2H	2H	3H	3H	3H	3H	4H	4H	5H	6H		
33 - 44	45 - 49	Shoulder	1	2	3	4	9	11	17	22	27	40	55	72	86	1H	1H	1H	2H	2H	2H	2H	3H	3H	4H	4H	4H	5H		
50 - 50	Upper Chest		1	2	3	7	13	20	30	45	56	69	90	1H	1H	2H	2H	3H	4H	5H	5H	5H	7H	8H	9H	9H	1K			
51 - 52	Lower Chest		1	2	3	7	13	20	30	45	54	64	82	1H	1H	1H	2H	2H	2H	3H	3H	3H	4H	5H	5H	6H	7H			
53 - 54	Abdomen		2	6	12	18	27	42	51	81	99	1H	2H	2H	2H	3H	3H	4H	4H	5H	6H	6H								
55 - 59	Hip		2	6	9	14	17	20	23	27	41	57	81	99	1H	1H	2H	2H	3H	3H	4H	4H	5H	5H	6H	7H				
60 - 63	64 - 69	Upper Arm	2	4	7	12	15	21	25	29	37	46	55	76	97	1H														
70 - 72	73 - 76	Forearm	2	6	9	15	18	29	36	46	52	60																		
77 - 79	80 - 82	Hand	1	2	5	8	13	15																						
83 - 88	89 - 94	Thigh	2	6	12	18	28	34	51	61	83	1H	1H	1H	2H	2H	2H	3H	3H	3H	4H	4H	4H							
95 - 98	99 - 99	Shin	1	3	5	7	13	20	32	38	55	67	80	1H	1H	1H	2H													

BLUNT HIT LOCATION AND DAMAGE TABLE / 5D																													
Hit Location		Armor BPF	Impact Damage (ID)																										
		3+	11	22	24	31	40	44	53	62	66	73	77	84	90	99	06	10	17	21	32	43	50	54	61	65	76	98	
		3	5	10	11	14	18	20	24	28	30	33	35	38	41	45	48	50	53	55	60	65	68	70	73	75	80	90	
		2	4	7	8	11	15	17	20	24	26	28	30	32	34	39	41	43	46	48	52	56	59	61	64	66	70	78	
		1	3	3	4	5	9	11	13	14	15	16	17	18	19	20	22	24	26	27	28	30	32	34	36	38	40	42	
Left	Right	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
00 - 05	Head		1	2	4	34	2H	4H	7H	1K	2K	2K	3K	4K	5K	6K	7K	8K	9K	1T	1T	2T	2T	2T	2T	3T	3T	3T	
06 - 07	Face		2	4	8	70	1H	3H	5H	8H	1K	2K	3K	4K	5K	6K	7K	8K	9K	1T	1T	2T	2T	2T	2T	3T	3T	3T	
08 - 14	Jaw - Mouth		2	4	8	63	95	1H	2H	3H	5H	7H	9H	1K	2K	2K	3K	4K	5K	6K	7K	8K	9K	1T	1T	2T	2T	2T	
15 - 15	Neck		3	12	45	1H	2H	3H	4H	4H	4H	4H	4H	5H	5H	5H	5H	5H	6H	6H	6H	6H	6H	7H	7H	8H	8H	1K	
16 - 17	Base of Neck		1	2	3	8	14	39	78	1H	2H	3H	4H	4H	4H	4H	4H	5H	5H	5H	5H	5H	6H	6H	6H	6H	7H		
18 - 19	20 - 21	Shoulder	1	2	3	4	5	6	7	9	12	15	18	22	25	28	31	34	37	41	44	47	51	54	54	64	64	69	
22 - 30	Upper Chest		1	2	3	6	11	18	27	37	49	61	76	1H	1H	2H	2H	3H	3H	4H	4H	5H	6H	7H	7H	1K	1K	1K	
31 - 32	Heart		1	2	3	10	28	76	1H	3H	9H	1K	1K	2K	2K	3K	4K	5K	6K	8K	1T	1T	1T	2T	2T	3T	3T	3T	
33 - 42	Lower Chest		1	2	3	6	11	18	27	37	50	63	80	1H	1H	2H	2H	3H	3H	4H	4H	5H	6H	7H	7H	2K	2K	2K	
43 - 50	Abdomen		1	3	5	11	20	28	36	43	52	60	68	75	83	90	98	1H	1H	1H	1H	1H	1H	2H	2H	2H	2H	2H	
51 - 54	Groin		3	10	18	35	39	45	53	60	68	75	84	95	1H	1H	1H	1H	1H	1H	2H	2H	2H	2H	2H	2H	2H	2H	
55 - 58	Hip		1	2	3	4	5	6	8	12	16	20	23	27	31	35	39	43	47	52	56	60	65	69	69	84	84	92	
59 - 62	63 - 66	Upper Arm	1	1	2	4	8	15	19	23	31	43	56	72	1H	1H	1H												
67 - 70	71 - 74	Forearm	1	2	3	5	9	18	22	28	37	50	60																
75 - 75	76 - 76	Hand	1	2	3	5	10	13	15																				
77 - 83	84 - 90	Thigh	1	1	2	4	8	15	19	23	31	43	56	72	1H	1H	1H	2H	2H	2H	2H	3H	3H	3H	3H	4H	4H	5H	
91 - 92	93 - 95	Shin	1	1	2	2	3	4	6	9	12	15	19	24	35	80	1H	1H	1H	1H	1H	1H	1H	1H	2H	2H	2H	2H	

GLANCING TABLE / 5E											
Weapon	Armor	Glancing Roll (0 - 9)									
		0	1	2	3	4	5	6	7	8	9
Edged, Flanged, Blunt	Plate	.25	.5	.75	.75	1					
	Brigandine/Scale	.5	.5	.75	1						
	Mail	.5	.75	.75					FULL		
	Leather	.5	.75	1							
	No Armor	.75	1								
Stabbing Point	Plate	0	0	.25	.5	.5	.5	.75	.75	1	
	Brigandine/Scale	0	0	.5	.5	.5	.75	.75	1		
	Mail	0	.25	.5	.5	.75	.75	1			
	Leather	0	.5	.5	.75	.75	1		FULL		
	No Armor	.5	.75	1	1	1					

MEDICAL AID AND RECOVERY TABLE / 6A

Damage Total	Healing Time	No Aid		First Aid		Aid Station		Field Hospital		Trauma Center						
										Recovery Roll						
										Trauma Center Tech Level						
DT	HT	CTP	RR	CTP	RR	CTP	RR	CTP	RR	CTP	13	14	15	16	17	18
5	17	79h	94	25d	96											
10	25	75h	89	25d	92											
15	30	72h	85	25d	89											
20	35	68h	81	25d	86	25d	96									
25	38	65h	77	25d	82	25d	95									
30	41	62h	73	25d	79	25d	94									
35	43	59h	69	25d	76	25d	93	25d	97							
40	44	56h	66	25d	73	25d	92	25d	96							
45	46	53h	63	25d	70	25d	91	25d	96							
50	47	51h	60	25d	68	25d	90	25d	95							
60	48	46h	54	25d	63	25d	89	25d	94							
70	50	41h	49	25d	58	25d	87	25d	94							
80	51	37h	44	25d	54	25d	85	25d	92	25d	97					
90	52	34h	40	25d	50	25d	83	25d	91	25d	96					
100	53	31h	36	25d	46	25d	82	25d	90	25d	96	97				
200	61	11h	12	23d	21	25d	67	25d	82	25d	92	94	96			
300	65	4h	04	19d	10	25d	55	25d	74	25d	89	91	94	96		
400	68	93m	01	16d	04	25d	45	25d	67	25d	85	88	92	95	97	
500	70	35m	00	13d	02	25d	37	25d	61	25d	82	85	90	94	96	
600	72	13m	00	10d	01	25d	30	25d	55	25d	79	82	88	93	95	
700	73	6m	00	8d	00	25d	25	25d	50	25d	76	80	86	92	94	
800	75	5m	00	7d	00	25d	20	25d	45	25d	73	77	84	91	94	97
900	76	4m		6d	00	25d	16	25d	41	25d	70	75	82	90	93	96
1000	77	90p		5d		25d	13	25d	37	25d	67	73	80	89	92	96
2000	84	85p		15h		6d	02	25d	13	25d	45	53	64	79	85	92
3000	88	81p		2h		21h	00	5d	05	18d	30	38	52	70	79	89
4000	91	76p		22m		4h	00	18h	02	72h	20	28	41	62	73	85
5000	93	71p		6m		63m	00	5h	01	21h	13	20	33	55	67	82
6000	95	67p		4m		36m	00	3h	00	12h	09	15	27	49	62	79
7000	96	62p		87p		29m		2h	00	10h	06	11	21	43	57	76
8000	98	57p		75p		25m		2h	00	8h	04	08	17	39	53	73
9000	99	52p		67p		22m		2h		7h	03	06	14	34	49	70
12000	102	38p		57p		19m		95m		6h	01	03	07	21	39	62
16000	105	25p		44p		15m		75m		5h	00	01	03	13	28	53
20000	107	1p		30p		10m		50m		3h		00	01	09	20	45
40000	114	1p		15p		5m		25m		2h			00	01	04	20
60000	118	1p		10p		3m		17m		68m				00	01	09
80000	121	1p		8p		75p		13m		52m					00	04
100000	123	1p		6p		60p		10m		40m						02

INCAPACITATION TIME TABLE / 6B

PD Total	Random Roll					
	0	1-2	3-5	6-7	8	9
0	1p	1p	2p	4p	6p	11p
50	4p	15p	29p	47p	73p	4m
100	25p	3m	5m	9m	14m	25m
200	3m	11m	21m	23m	53m	96m
300	10m	33m	63m	2h	3h	5h
450	25m	85m	3h	4h	7h	12h
600	50m	3h	5h	9h	14h	25h
750	2h	6h	11h	19h	29h	53h
1000	5h	17h	32h	53h	82h	6d

KEY

CTP = Critical Time Period; the maximum length of time between the time of the injury and the Recovery Roll (RR).

DT = Damage Total. Total Physical Damage (PD) taken times 10, divided by the character's Health Characteristic (HLT).

HT = Healing Time in days.

RR = Recovery Roll; percent chance of surviving.

d = Days

h = Hours

m = Minutes

p = Phases (2 seconds)

Date	Tech Level
1831-1889	1st Aid
1890-1918	Aid Stn
1919-1945	Fld Hsp
1946-2000	13
2001-2030	14
2031-2060	15
2061-2120	16
2121-2250	17
2251-2345	18

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