

COMBAT MANEUVERS

Aim: +2 Shooting/Throwing if character does not move.

Area Effect Attacks: Targets under template suffer damage, raises don't add to damage, treat cover as armor; missed attack rolls cause deviation: 1d6" if thrown, 1d10" if launched; Short range x1, Medium range x2, Long range x3; d12 for direction.

Autofire: -2 Shooting; number of die rolled x ROF equals number of bullets used.

Breaking Things: See Obstacle Toughness pg 66; Parry 2; No bonus damage or Aces.

Called Shots *Limb:* -2 attack; *Head/Vitals:* -4 attack; +4 damage;
Small target: -4 attack; *Tiny target:* -6 attack.

Cover *Light:* -1 *Medium:* -2 *Heavy:* -4.

Darkness *Dim:* -1 attack; *Dark:* -2 attack; targets not visible beyond 10"
Pitch Darkness: Targets must be detected to be attacked at -4.

Defend: +2 Parry; character may take no other actions.

Disarm: -2 attack; defender must make a Str roll vs. the damage or drop his weapon

Double Tap/Three Round Burst: +1 attack and damage/+2 attack and damage

The Drop: +4 attack and damage

Fighting on mount: Use lowest of Fighting or Riding skills for attack.

Finishing Move: Instant kill to helpless foe with lethal weapon

Firing Into Melee: See Innocent Bystanders

Full Defense: Fighting roll becomes Parry until next action; may not move at all.

Ganging Up: +1 Fighting per additional attacker; maximum of +4

Grappling: Fighting roll entangles; raise Shakens. Opposed Strength/Agility to cause damage (break free); Str damage/raise d6(consumes action; act normally with raise).

Innocent Bystanders: Missed Shooting or Throwing roll of 1(1 or 2 with shotguns or autofire) hits random adjacent target

Nonlethal Damage: Edged weapons -1. Incapacitated Extras knocked out for 1d6 hours; Wild Cards check Incapacitation Table.

Obstacles: If attack would hit without cover, then obstacle adds Armor to Toughness.

Prone: Medium cover at greater than 3"; defenders suffer -2 Fighting, -2 Parry in melee.

Ranged Weapons in Close Combat: Pistols only; Target Number is defender's Parry

Suppressive Fire: Shooting with normal Mods.; Success: targets in the Medium Burst Template make a Spirit roll + cover mod. or be Shaken; 1's are 1 hit for normal damage.

Test of Wills: *Intimidate* opposed by Spirit; *Taunt* opposed by Smarts; Success: attacker gains +2 to next action against this target; Raise: opponent is Shaken as well.

Touch Attack: +2 Fighting

Trick: Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, the foe is -2 Parry and Shaken

Two Weapons: -2 attack; additional -2 for off-hand if not Ambidextrous

Unarmed Defender: Armed attackers gain +2 Fighting

Unstable Platform: -2 Shooting from a moving vehicle or animal

Wild Attack: +2 Fighting; +2 damage; -2 Parry until next action. Multiple attacks are OK.

Withdraw from Close Combat: Adjacent foes get one free attack at retreating character

STEALTH MODIFIERS

Modifier	Situation
+2	Crawling
-2	Running
+1	Dim light
+2	Darkness
+4	Pitch darkness
+1	Light cover
+2	Medium cover
+4	Heavy cover

HEALING MODIFIERS

Mod.	Condition
-2	Rough traveling
-2	No medical attention
-2	Poor environmental conditions
+0	Basic Medical Aid (bandages)
+1	Good Medical Aid (physician)
+2	Expert Medical Aid (surgeon: very rare)

TRACKING MODIFIERS

Situation	Modifier
+2	Tracking more than 5 individuals
+4	Recent snow
+2	Mud
+1	Dusty area
-4	Raining
-2	Tracking in poor light
-2	Tracks are more than one day old
-2	Target attempted to hide tracks

LOAD LIMITS

A character's load limit is equal to 5 x Strength.
Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

FRIGHT TABLE

1d20*	Effect
1-4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	Shaken: The character is Shaken.
9-12	Panicked: The character must flee at his full Pace and receives a free run action. Each round thereafter, the character may make a Spirit roll as a free action. With success, he comes to his senses. On a failure, the poor soul must continue running away.
13-16	Minor Phobia: The character gains a Minor Phobia Hindrance somehow associate with the trauma.
17-18	Major Phobia: The character gains a Major Phobia Hindrance.
19-20	The Mark of Fear: The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

*Add the creature's Guts penalty as a positive number to this roll.

REACTION TABLE

2d6	Initial Reaction
2	Hostile: The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	Unfriendly: The NPC isn't willing to help unless there's a significant advantage.
5-9	Neutral: The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment.
10-11	Friendly: The NPC will go out of his way for the hero. He'll likely do easy tasks for free, and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

MONSTROUS EDGES

Aquatic: Native to water; can't drown. Pace in water typically equal to their Swimming skill.

Armor: Each point of Armor adds to the creature's Toughness.

Burrowing: The creature can burrow underground a distance equal to its Burrow ability. It can surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs. Notice.

Construct: +2 to recover from being Shaken; No additional damage from called shots; All Piercing attacks do only ½ damage; Immune to disease and poison; Wild Cards do not suffer wound penalties.

Ethereal: The creature is immaterial and cannot be harmed by physical weapons.

Fear: Anyone who sees the monster must make a Guts check minus the creature's Fear modifier.

Fearless: The creature never makes Guts checks and cannot be Intimidated.

Gargantuan: Size 9+; +4 to be hit; add size - opponent's size to Str. Damage; heavy armor; heavy weapons.

Hardy: Second Shaken does not cause a Wound.

Infection: Failed Vigor roll after a Shaken or wound result results in an infection of some sort.

Infravision: The creature can see heat and halves penalties for bad lighting when attacking living targets.

Immunity: The creature is immune to damage from the listed attack form, such as heat, cold, etc.

Invulnerability: The horror suffers wounds only from a particular Weakness. It can be Shaken normally.

Low Light Vision: The creature ignores all penalties for bad lighting except in pitch darkness.

Paralysis: A target who is Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.

Poison: A target who is Shaken or wounded must make a Vigor roll or suffer the effects of the poison.

Regeneration, Fast: The creature makes a natural healing roll every round.

Regeneration, Slow: The creature makes a natural healing roll once per day.

Size: Adds to Toughness; Min. Toughness is 2.

Small: -2 to be hit; **Large:** +2 to be hit; **Huge:** +4 to be hit.

Stun: If hit make Vigor roll or be Shaken, even if not damaged. Can't attempt to recover for 1d6 rounds.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Undead Wild Cards never suffer from Wound Modifiers; Immune to disease and poison.

Wall Walker: The creature can walk on horizontal surfaces or even upside down at its normal Pace.

Weakness: The creature suffers additional effects from its Weakness; see the individual creature description.

TOUGHNESS MODIFIERS

Mod	Size of a...
-2	Cat, large rat, dog
-1	Large dog, small human
0	Human
+1	Brawny human
+2	Bull, gorilla, bear, horse
+3	Kodiak
+4	Rhino, bull shark
+5	Small elephant
+6	Bull elephant
+7	Orca
+8	Lukwata
+9	Blue whale
+10	Great Serpent



INCAPACITATION TABLE

An Incapacitated Wild Card must make an immediate Vigor roll, applying wound modifiers as applicable.

Raise: The hero is only stunned. The hero still has three wounds, but is not Incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table. The effects are short term and go away when the combat is over.

Success: The hero is unconscious. He regains consciousness with a successful Healing roll, as noted above or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

Failure: Your hero is bleeding out. At the start of each combat round make a Vigor roll, with applicable penalties. A failure means he has to roll again next round. A result of 1 or less means that he dies. A success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury table as well. The injury is permanent and requires specialist healing.

Non-lethal damage: Treat this as a Success except hero is unconscious for 1d6 hours.

Critical Failure:

The hero is dead. Nothing can bring him back.

Non-lethal damage: Treat this as a Success except hero is unconscious for 2d6 hours.

INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6	Wound						
2	Unmentionables: The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.						
3-4	Arm: The character catches one in the left or right arm (determined randomly). The arm is rendered useless.						
5-9	Guts: Your hero catches one somewhere between the crotch and the chin. Roll 1d6 on the sub-table below: <table> <tr> <td>1-2</td><td>Broken: His Agility is reduced by a die type (min d4).</td></tr> <tr> <td>3-4</td><td>Battered: His Vigor is reduced by a die type (min d4).</td></tr> <tr> <td>5-6</td><td>Busted: His Strength is reduced by a die type (min d4).</td></tr> </table>	1-2	Broken: His Agility is reduced by a die type (min d4).	3-4	Battered: His Vigor is reduced by a die type (min d4).	5-6	Busted: His Strength is reduced by a die type (min d4).
1-2	Broken: His Agility is reduced by a die type (min d4).						
3-4	Battered: His Vigor is reduced by a die type (min d4).						
5-6	Busted: His Strength is reduced by a die type (min d4).						
10	Leg: The character's left or right leg (determined randomly) is crushed, broken, or mangled. His Pace is reduced by 1.						
11-12	Head: Your hero has suffered a grievous injury to his head. Roll 1d6 on the sub-table below: <table> <tr> <td>1-2</td><td>Hideous Scar: Your hero now has the Ugly Hindrance.</td></tr> <tr> <td>3-4</td><td>Blinded: One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.</td></tr> <tr> <td>5-6</td><td>Brain Damage: Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).</td></tr> </table>	1-2	Hideous Scar: Your hero now has the Ugly Hindrance.	3-4	Blinded: One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.	5-6	Brain Damage: Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).
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BACKLASH TABLE

2d6	Effect
2	Rift: Something from the spirit world has been disturbed by the caster's dabbling and lashes out at him. He must make a Spirit roll at -2 or lose one die in his arcane skill permanently. If his skill die drops below a d4, he permanently loses his Arcane Background. Regardless, he also cannot use his powers for 2d6 days.
3	Spirit Whip: The character suffers a Wound. He also loses the ability to use his powers for d6 days.
4-5	Spirit Blast: The caster takes a level of Fatigue for 24 hours and can't use his powers for a day.
6-8	Magic Feedback: The caster is left Shaken and is unable to use his powers for d6 hours.
9-10	Energy Fatigue: The mental strain of dealing with such vast power has taken its toll. He is Shaken and can't use his powers for d8 Rounds.
11	Magic Shock: The caster is Shaken and may not use his powers for d6 Rounds.
12	Power Surge: The caster taps into a particularly potent source of magic and gains +2 to his arcane skill rolls for the next 24 hours.

OBJECT TOUGHNESS

Object	Toughness	Damage
Light Door	11	B, C
Heavy Door	14	B, C
Iron Door	18	B, C
Lock	10	B, P
Manacles	15	B, P, C
Knife, Sword	14	B, C
Rope	7	C, P

B=Blunt C=Cutting, P=Piercing

OBSTACLE TOUGHNESS

Armor	Obstacle
+1	Glass, leather
+2	Leaded glass window
+3	Interior wooden wall
+4	Thick wooden wall
+6	Baked mud wall
+8	Brick wall
+10	Stone wall

ADVENTURE GENERATOR

VILLAIN

d6	Result
1	Avenger
2	Corrupter
3	Destroyer
4	Warlord
5	Wizard
6	Zealot

Goal

1	Destroy/Conquer
2	Discovery
3	Greed
4	Kidnap/Steal
5	Power
6	Revenge

hook

1	Caught up in events
2	Innocent beginning
3	Motivation
4	Old Friend/Enemy
5	Patron
6	Rumor

LOCALS

2d6	Result
2	Villain's Lair
3-5	Ruin/Lost City/Temple
6-7	Settlement
8-9	Exotic Land
10-11	Wilderness
12	Castle/Mansion

VILLAINOUS HENCHMEN

2-4	Combat Veteran
5	Right Hand Man
6-8	Thugs
9-10	Beast
10-12	Wizard

TWISTS AND TURNS

2	Double-Crossed
3	Unexpected Foe
4	Trap/Ambush
5	Rescue Ally
6-8	Creature
9	Natural Hazard
10	Unexpected Ally
11	Shock/Revelation
12	Discovery

MISCELLANEOUS GOODS

Item	Cost*	Wt	Item	Cost*	Wt
Backpack (leather)	£0.20	2	Clothing		
Bedroll	£0.10	2	Normal clothing	£1.00	—
Blanket	£0.20	4	Formal clothing	£10.00	—
Book (blank, 50 pages)	£0.25	2	Winter gear (cloak and boots)	£4.00	—
Candles, 12 (2" radius)	£0.25	1	Food		
Climbing gear	£0.20	6	Cheap meal	£0.05	—
Compass	£0.50	1	Good meal	£0.25	—
Crowbar	£0.15	2	Trail rations (keeps 1 week)	£0.20	5
Cutlery	£0.2+	1	Drink (per bottle)		
Dice/cards	£0.05	—	Cheap stuff (ale)	£0.05	1
Dice/cards (weighted/marked)	£0.75	—	Good stuff (wine)	£0.5+	1
Flask (ceramic)	£0.05	1	Lodging (per night)		
Flint and steel	£0.05	1	Poor quality	£0.05	—
Grappling hook	£0.50	2	Good quality	£0.25	—
Gunsmith's tools	£2.00	5	Women (or Men)		
Hammer	£0.20	1	Cheap Date	£0.10	—
Lantern (4" radius)	£0.15	3	Upscale wench	£1+	—
Lantern, Bullseye	£0.25	3			
Leather satchel (waterproof)	£0.15	2			
Lockpicks	£1.00	1			
Manacles	£0.25	2			
Map	£1.00	—			
Match for matchlocks (10)	£0.05	1			
Medicine chest	£5.00	10			
Oil (for lantern; 1 pint)	£0.05	1			
Pick or shovel	£0.20	5			
Quiver (20 arrows/bolts)	£0.10	2			
Rope (20 yards)	£0.05	15			
Scroll case	£0.05	1			
Soap	£0.05	—			
Torch (1 hour, 4" radius)	£0.05	1			
Waterskin (empty)	£0.10	1			
Whistle	£0.15	—			
Whetstone	£0.05	1			
Writing equipment	£0.50	1			
Animals, Trained					
Dog, guard	£0.25	—			
Dog, hunting	£0.50	—			
Hawk	£4.00	—			
Horse	£3.00	—			
Mule	£2.00	—			
Warhorse	£6.00	—			
Riding gear	£0.75	—			

ALLY'S PERSONALITY

d20	Personality
1	Young
2	Cruel
3	Old
4	Happy
5	Experienced
6	Fanatical
7	Lazy
8	Sneaky
9	Bright
10	Stupid
11	Crude
12	Agile
13	Observant
14	Clueless
15	Mysterious
16	Creative
17	Righteous
18	Fearless
19	Cowardly
20	Heroic

CURRENCY

1 pound = 20 shillings
1 shilling = 12 pence

MELEE WEAPONS

Type	Damage	Cost	Weight	Min Str.	Notes
Axe	Str+d6	£0.25	2	d6	
Battle Axe	Str+d8	£0.50	10	d8	
Bayonet	Str+d4	£0.10	1	—	Fixed to a rifle, the damage to Str+d6; Parry +1; Reach 1; Requires 2 hands
Brass Knuckles	Str+d4	£0.10	1	—	See notes
Club	Str+d4	£0.05	1	—	
Dagger	Str+d4	£0.10	1	—	
Flail	Str+d6	£0.25	8	—	Ignores Shield Parry bonus
Great Axe	Str+d10	£2.00	15	d10	AP 1; Parry -1; requires 2 hands
Great Sword	Str+d10	£4.00	12	d10	Parry -1; requires 2 hands
Halberd	Str+d8	£0.40	15	d8	Reach 1; requires 2 hands
Harpoon	Str+d8	£0.50	10	d8	Reach 1; requires 2 hands
Katana	Str+d8	£20.00	6	—	
Long Sword	Str+d8	£0.50	8	d6	Includes scimitars
Main Gauche	Str+d4	£1.00	1	—	Parry +1
Maul	Str+d8	£0.75	20	d10	AP 2 vs. rigid armor(plate); Parry -1; requires 2 hands
Pike	Str+d8	£0.70	25	d8	Reach 2, requires 2 hands
Rapier	Str+d4	£3.00	3	—	Parry +1
Short Sword	Str+d6	£0.35	4	—	Includes sabers and cutlasses
Spear	Str+d6	£0.20	5	d6	Parry +1; Reach 1; requires 2 hands
Staff	Str+d4	£0.05	8	—	Parry +1; Reach 1; requires 2 hands

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Wt.	Min. Str.	Notes
Blunderbuss	10/20/40	1-3d6*	1	£2.00	12	d6	2 actions to reload
Wheellock Pistol	5/10/20	2d6+1	1	£4.00	3	—	AP 1; 2 actions reload
Wheellock Musket	10/20/40	2d8	1	£3.00	15	—	AP 2; 2 actions reload
Matchlock Musket	10/20/40	2d8	1	£1.00	20	d6	AP 2; 2 actions reload
Two-Barrel Pistol	5/10/20	2d6+1	½	£7.00	5	d8	AP 1; 2 actions reload per barrel; See notes
Axe, throwing	3/6/12	Str+d6	1	£0.25	2	—	
Bow	12/24/48	2d6	1	£1.00	3	d6	
Crossbow	15/30/60	2d6	1	£2.00	10	d6	AP 2; 1 action reload
Harpoon	3/6/12	Str+d8	1	£0.50	10	d8	
Knife/Dagger	3/6/12	Str+d4	1	£0.10	1	—	
Sling	4/8/16	Str+d4	1	£0.05	1	—	
Spear	3/6/12	Str+d6	1	£0.20	5	d6	

AMMUNITION

Ammo	Cost	Weight	Notes
Arrow*	£0.05/2	1/5	
Quarrel*	£0.1/5	1/5	AP 2 (standard crossbow bolt)
Shot (w/powder)	£0.05	1/10	For black powder weapons
Sling Stone	£0.05/20	1/10	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6. Underground or indoors, chance is reduced to a roll of 5-6.

IMPROVISED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Min Str	Notes
Small	3/6/12	Str+d4	1	—	1	—	-1 attack & Parry
Medium	2/4/8	Str+d6	1	—	3	d6	-1 attack & Parry
Large	—	Str+d8	1	—	6	d8	-1 attack & Parry; requires 2 hands

EXOTIC WEAPONS

Type	Damage	Weight	Cost	Min. Str.	Notes
Chúi	Str+d8	20	£0.75	d10	AP 2 vs rigid armor (plate); Parry -1
Dao	Str+d8	8	£0.50	d6	
Falchion	Str+d8	8	£0.50	d6	
Kerambit	Str+d4	1	£0.10	—	See notes
Kodachi	Str+d6	4	£0.35	—	Parry +1
Kris	Str+d4+1	1	£0.10	—	See notes
Lathi	Str+d6	4	£0.35	—	Parry +1
Macuahuitl	Str+d8	8	£0.50	d6	Parry -1
Nzappa Zap	Str+d6	2	£0.25	d6	See notes
Phurba	Str+d4+1	1	£0.10	—	See notes
Pudao	Str+d10	12	£4.00	d10	Parry -1; requires 2 hands
Tabar Zin	Str+d8	10	£0.50	d8	
Valaška	Str+d6	2	£0.25	d6	See notes
Yawara	Str+d4	1	£0.10	—	

SPECIAL WEAPONS

Type	Range	Dmg.	RoF	Cost	Wt.	Shot	Notes
Cannon (shot)	50/100/200	3d6+1	1	Mil	—	1	AP 4, See notes, Heavy Weapon
Canister	24" path	2d6	1	Mil	4	1	See notes
Flamethrower	Cone	2d10	1	Mil	25	20	Ignores Armor
Grenade	5/10/20*	3d6	—	£0.50	2	1	MBT

ARMOR AND SHIELDS

Type	Armor	Cost	Weight	Notes
Personal				
Leather	1	£1.00	15	Covers torso, arms, legs
Chain hauberk (long coat)	2	£3.00	25	Covers torso, arms, legs
Plate corselet	3	£5.00	25	Covers torso
Plate arms (vambrace)	3	£2.00	10	Covers arms
Plate leggings (greaves)	3	£3.00	15	Covers legs
Pot Helm (Spanish style)	3	£0.50	4	50% chance of protecting vs. head shot
Steel Helmet (with visor)	3	£1.00	8	Covers head
Barding				
Plate barding	3	£12.00	30	For horses, covers entire body
Shields				
Small Shield (buckler)	—	£0.50	8	+1 Parry
Medium Shield	—	£1.00	12	+2 Parry, +2 Armor vs. ranged shots
Large Shield (Kite, Pavise)	—	£2.00	20	+2 Parry, +2 Armor vs. ranged shots

*Shields protect only against attacks from the front and left (assuming a right-handed hero).







