

## WEAPON COMPARISON TABLE

Compare Attacker's Weapon to Defender's Weapon / Shield	DEFENDING WEAPON/ACTION				DEFENDING SHIELD							
CLOSE COMBAT MODIFIER	Club, Dagger, Falcastra, Falchion, Foot/Knee, Pike, Ísagára, Grainflail, Handaxe, Net, Hatchet, Javelin, Lance, Mace, Maul, Tabúri, Shortsword, Whip, Morningstar, Poleaxe, Head, Shórkána, Sickle, Longknife, Gore, Stick, Warhammer, Bite, Mánkar				Bastard Sword, Battleaxe, Battlesword, Ball & Chain, Fighting Claw, DODGE, Broadsword, Hand/Forearm, Glaive, Kéltan, Forearm, Nachakas, Staff, Máng, Estoc, Trident				Round Shield, Knight Shield, Kite Tower Shield, Buckler (Heater) Shield			
In situations of close combat invert Attack and Defence Class (except for Shields).  e.g. Attack Class 5 becomes Attack Class 0, Attack Class 2 becomes Attack Class 3, Defence Class 0 becomes Defence Class 3, Defence Class 2 becomes Defence Class 1, etc.												
ATTACKING WEAPON/ACTION	0	1	2	3	B	R/H	K	T				
Animal, Grapple Hand/Forearm	—	D05	D10	D15	D15	D10	D05	—				
Boss Gore, Any Shield, Any Knife, Claw, Foot/Knee, Fighting Claw, Hatchet, Shórkána, Sickle, Tabúri	A05	—	D05	D10	D20	D15	D10	D05				
Handaxe, Longknife, Mánkar, Shortsword, Stick (2')	A10	A05	—	D05	D15	D20	D15	D10				
Broadsword, Club, Estoc, Falchion, Javelin, Mace, Máng, Nachakas, Warhammer	A15	A10	A05	—	D10	D15	D20	D15				
Ball & Chain, Bastard Sword, Battleaxe, Falcastra, Grainflail, Maul, Morningstar, Net, Spear, Staff, Trident	A20	A15	A10	A05	D05	D10	D15	D20				
Battlesword, Glaive, Ísagára, Lance, Pike, Poleaxe, Warflail, Whip	A25	A20	A15	A10	—	D05	D10	D15				

## MELEE ATTACK MATRIX

DEF	BLOCK				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE	DEF	
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	ATT	
CF	BF	AF	AF	AF	BF	AF	D★2D★3	D★3	BS	AF	DTA	DTA	BS	DTA	D♣	D♣	DTA	DTA	CF
MF	DF	♥	♥	AF	A★1	●	D★1D★2	D★2	DS	●	●	DTA	A★1	BS	DTA	D♣	A★1	A★1	MF
MS	A★2A★1	♥	♥	♥	A★3A★2	B★1	D★1	D★1	A★2A★1	●	●	●	A★2A★2A★1	A★2A★1	DTA	DTA	A★3	A★3	MS
CS	A★3A★2A★1	♥	♥	♥	A★4A★3A★1	B★1	B★1	B★1	A★3A★2A★1	●	●	●	A★3A★2A★2	A★3A★2A★2	A★2	A★2	A★4	A★4	CS

## MELEE COMBAT MATRIX RESULTS

- A★/D★/B★** Strike by: Attacker/Defender/Both; Number indicates Impact Dice.
- AF/DF/BF** FUMBLE Roll Attacker/Defender/Both
- ATA/DTA** TACTICAL ADVANTAGE for: Attacker/Defender
- A♣/D♣/B♣** HOLD obtained by: Attacker/Defender/Both
- AU/DU/BU** Attacker/Defender/Both UNHORSEING ROLL
- ♥** BLOCK (treat as ● if weapon damage rules are not in use)
- A♣/D♣** Trample (Strike) by Attacker's Steed/Defender's Steed
- AS/DS/BS** STUMBLE Roll: Attacker/Defender/Both (stumbles generated for mounted combatants apply to steed).
- AB/DB** Attacker/Defender forced back one hex
- No Effect (Miss, ineffective or glancing blow, etc.)

## COMBAT MLs

- Block/Weapon Defence .....Applicable Weapon ML
- Grapple (Attack or Defence).....Unarmed Combat ML
- Mounted attacking Mounted .....Team Initiative
- Press (Mounted).....Team Initiative
- Foot Attacking Mounted .....Applicable Weapon ML
- Mounted attacking Foot..... Team Initiative
- Press (Foot) ..... 5×Strength
- Weapon Attack or Counterstrike .....Applicable Weapon ML

(Updated 26 September 2010)

■ **PRESS** (PUSH/TEST OF STRENGTH) ATTACKER ML = 5×STRENGTH

DEF >	COUNTERPRESS	COUNTERSTRIKE	DODGE	GRAPPLE	IGNORE <	DEF
ATT	CF MF MS CS	CF MF MS CS	CF MF MS CS	CF MF MS CS	No Roll	ATT
CF	BS AS AS AS	BS AS D★2D★3	BS DTA DTA DTA	BS AS D☞ D☞	DTA	CF
MF	DS BS AS AS	DS BS AS D★2	DS BS DTA DTA	DS BS D☞ D☞	DS	MF
MS	DS DS BS AS	DS DS BS D★1	DS DS ● DTA	DS DS ● D☞	DS	MS
CS	DS DS DS BS	DS DS DS BS	DS DS DS ●	DS DS DS ●	DS	CS

■ **GRAPPLE ATTACK** ATTACKER ML = UNARMED COMBAT

DEF >	PRESS	COUNTERSTRIKE	DODGE	GRAPPLE	IGNORE <	DEF
ATT	CF MF MS CS	CF MF MS CS	CF MF MS CS	CF MF MS CS	No Roll	ATT
CF	BS AS AS AS	BF D★1D★2D★3	BS AS DTA DTA	BS AS D☞ D☞	DTA	CF
MF	DS BS AS AS	● ● D★1D★2	DS ● DTA DTA	DS ● D☞ D☞	A☞	MF
MS	A☞ A☞ BS AS	A☞ A☞ ● D★1	A☞ A☞ ● DTA	A☞ A☞ B☞ D☞	A☞	MS
CS	A☞ A☞ A☞ BS	A☞ A☞ A☞ ●	A☞ A☞ A☞ ●	A☞ A☞ A☞ B☞	A☞	CS

■ **MOUNTED ATTACKING MOUNTED** (GENERAL ATTACK)

ATTACKER ML = TEAM INITIATIVE

DEF >	PRESS	COUNTERSTRIKE	BLOCK	DODGE	IGNORE <	DEF
ATT	CF MF MS CS	CF MF MS CS	CF MF MS CS	CF MF MS CS	No Roll	ATT
CF	BU AU AU AU	BU AU AU D★4	BU AU AU AU	BU DB DB AU	AU	CF
MF	DU BS AS AU	DU BS D★1D★2	DU BS DTA DTA	DU DB DB DB	DU	MF
MS	DU A★2 ● AS	DU A★3 BS D★1	DU A★2 ♥ DTA	DU A★2 DB DB	A★3	MS
CS	DU A★3A★2 ●	DU A★4A★3 BS	DU A★3A★2 ♥	DU A★3A★2 DB	A★4	CS

■ **MOUNTED ATTACKING FOOT** (TRAMPLE/WEAPON ATTACK)

ATTACKER ML = TEAM INITIATIVE

FOOT >	COUNTERSTRIKE	BLOCK	DODGE	IGNORE <	FOOT
MTD	CF MF MS CS	CF MF MS CS	CF MF MS CS	No Roll	MTD
CF	BS D★1D★3D★4	BS ♥ ♥ AU	BS DB DB AU	●	CF
MF	A☞3 DF D★2D★3	A☞3 BS ♥ ♥	A☞2 BS DB DB	A☞2	MF
MS	A★3A★3 DS D★2	A★3A★3A★1 ♥	A★2A★2 DB DB	A★3	MS
CS	A☞4A★3A☞3 DS	A☞5A★3A☞3A☞1	A☞3A★2A☞2 DB	A☞5	CS

■ **FOOT ATTACKING MOUNTED** (WEAPON ATTACK)

ATTACKER ML = APPLICABLE WEAPON ML

MTD >	PRESS	COUNTERSTRIKE	BLOCK	DODGE	IGNORE <	MTD
FOOT	CF MF MS CS	CF MF MS CS	CF MF MS CS	CF MF MS CS	No Roll	FOOT
CF	BS D☞2D☞3D☞4	BF D☞2D☞3D★4	BS ♥ AF AS	BS DB DB AS	●	CF
MF	A★2 ● D☞2D☞3	A★3 AF D★2D★3	A★1 BF ♥ AF	A★1 ● DB DB	A★1	MF
MS	A★3A★2D☞2D☞2	A★3A★3B★2D★2	A★2A★1 ♥ ♥	A★2A★1 DB DB	A★3	MS
CS	DU A★3A★2B★2	DU A★3A★3B★3	DU A★2A★1 ♥	DU A★2A★1 DB	A★4	CS

## MELEE STRIKE LOCATION

HUMANOID				QUADRUPED			AVIAN			SERPENTINE			Target Body Type
High -10	Arms -15	Mid +0	Legs -10	High -10	Mid +0	Low -10	High -10	Mid +0	Low -10	High -10	Mid +0	Low -10	Aiming Zone Aiming Modifier
—	—	—	—	01-15	01-10	01	01-15	01-10	01	01-15	01-10	01	Rider Legs (re-roll) †
01-16	01	01-02	—	16-20	11-12	02	16-20	11-12	02	16-20	11-12	02	Skull
17-27	02-05	03-05	—	21-35	13-20	03-04	21-35	13-20	03-04	21-35	13-20	03-04	Face/Eye *
28-43	06-07	06-08	—	36-55	21-35	05-06	36-55	21-35	05-06	36-60	21-35	05-06	Neck
44-75	08-21	09-16	—	56-70	36-65	07-10	—	—	—	—	—	—	Shoulder *
76-79	22-33	17-24	—	—	—	—	—	—	—	—	—	—	Upper Arm *
80-81	34-39	25-28	—	—	—	—	—	—	—	—	—	—	Elbow *
82-85	40-69	29-32	01-02	—	—	—	—	—	—	—	—	—	Forearm *
86-89	70-89	33-34	03-04	—	—	—	—	—	—	—	—	—	Hand/Wrist *
90-94	90-95	35-40	—	71-75	66-75	11-15	56-92	36-80	07-40	61-65	36-40	07-10	Wing * †
95-97	96-97	41-55	05-06	76-85	76-80	16-20	93-97	81-90	41-45	66-85	41-65	41-66	Thorax
98	98	56-68	07-11	86-90	81-90	21-24	98-99	91-95	46-48	86-99	66-85	67-75	Abdomen
99-00	99-00	69-84	12-25	91-95	91-95	25-29	00	96-97	49-55	—	86-89	76-79	Hip/Pelvis *
—	—	85	26-27	96	96	30	—	98-99	56-57	—	90	70	Groin
—	—	86-87	28-33	97	97-98	31-35	—	00	58-80	00	91-00	71-00	Tail †
—	—	88-95	34-63	98	99	36-60	—	—	81-90	—	—	—	Thigh *
—	—	96-97	64-75	99	00	66-80	—	—	91-92	—	—	—	Knee *
—	—	98-99	76-89	00	—	81-95	—	—	93-95	—	—	—	Calf *
—	—	—	90-95	—	—	96-00	—	—	96-00	—	—	—	Foot/Hoof *
—	—	00	96-00	—	—	—	—	—	—	—	—	—	Steed (re-roll) †

\* Odd number = left side; even number = right side.. † Re roll if the body part does not exist

FACE: 01-14 Jaw; 15-20 Eye\*; 21-66 Cheek\*; 67-78 Nose; 79-90 Ear\*; 91-00 Mouth.

HAND: 01-40 Finger; 41-55 Thumb; 56-70 Palm; 71-90 Knuckles; 91-00 Wrist.

QUADRUPED (1d2): 1 = foreleg; 2 = rear/hind leg

## MISSILE STRIKE LOCATION TABLE

HUMANOID							QUADRUPED							AVIAN							SERPENTINE							
L3	L2	L1	C	RI	R2	R3	L3	L2	L1	C	RI	R2	R3	L3	L2	L1	C	RI	R2	R3	L3	L2	L1	C	RI	R2	R3	
23							23			RI				23			RI				23				23			
22	WG					WG	22	WG		RI	RI	RI	WG	22	WG	WG	RI	RI	RI	WG	22			RI	RI	RI	22	
21	WG					WG	21	WG	RI	RI	RI	WG	21	WG	RI	WG	RI	WG	RI	WG	21	WG	RI	RI	RI	RI	WG	21
20		WG	WG	SK	WG	WG	20	WG	WG	RI	SK	RI	WG	20	WG	WG	WG	SK	WG	WG	20	WG	SK	SK	SK	WG	20	
19	WG	WG	WG	SK	WG	WG	19	WG	WG	FA	SK	FA	WG	19	WG	WG	WG	FA	WG	WG	19	WG	SK	SK	SK	WG	19	
18	WG	WG	WG	FA	WG	WG	18	WG	WG	SH	FA	SH	WG	18	WG	WG	WG	NK	WG	WG	18	WG		FA	FA	FA	WG	18
17	WG	WG	SH	NK	SH	WG	17	WG	SH	SH	NK	SH	SH	17	WG	WG	NK	NK	NK	WG	17	WG	FA	FA	FA	WG	17	
16	UA	SH	TX	TX	TX	UA	16	WG		SH	TX	SH	WG	16	WG	WG	TX	TX	TX	WG	16	WG		NK	NK	NK	WG	16
15	WG	UA	TX	TX	TX	UA	15	WG	SH	TX	TX	SH	WG	15	WG	TX	TX	TX	WG	15	15	WG	NK	NK	NK	WG	15	
14	TA	EL	AB	AB	AB	EL	14		HP	AB	AB	AB	HP	14		WG	TX	TX	TX	WG	14	WG		NK	NK	NK	WG	14
13		FO	AB	AB	AB	FO	13		SH	AB	TX	AB	SH	13	WG	WG	TX	TX	TX	WG	13	WG		NK	NK	NK	WG	13
12	FO		HP	AB	HP	FO	12		HP	TH	AB	TH	HP	12	WG		AB	TX	AB	WG	12	WG		AB	TX	AB	WG	12
11		HA	HP	AB	HP	HA	11	TA		TX	GR	TX	TA	11		WG	AB	AB	AB	WG	11	WG		TX	TX	TX	WG	11
10							10			TH	AB	TH		10			WG	AB	WG		10	WG		TX	TX	TX	WG	10
9	TA		TH	TH	TH	TA	9			TH		TH		9	WG	TA	AB	AB	AB	TA	9	WG		AB	AB	AB	WG	9
8			TH	TH	TH		8	TA		TH		TH	TA	8			WG	AB	WG		8	WG		AB	AB	AB	WG	8
7		TA	TH	ST	TH	TA	7			TH		TH		7	WG		TH	AB	TH	WG	7	WG		TX	AB	TX	WG	7
6	TA		KN	ST	KN	TA	6			KN	TA	KN		6		WG	TH	AB	TH	WG	6	WG		AB	AB	AB	WG	6
5			CF	ST	CF		5			CF		CF		5			TA	AB	TA		5	WG		TA	TA	TA	WG	5
4			CF	ST	CF		4			CF		CF		4			KN	TA	KN		4	WG		TA	TA	TA	WG	4
3		TA	CF	ST	CF	TA	3			CF		CF		3		TA	CF	TA	CF	TA	3	WG		TA	TA	TA	WG	3
2			FT	ST	FT		2			FT	TA	FT		2			FT		FT		2	WG		TA	TA	TA	WG	2
1		TA	FT	ST	FT	TA	1			FT		FT		1			FT		FT		1	WG		TA	TA	TA	WG	1
0			ST	ST	ST		0							0							0							0
-1			ST	ST	ST		-1							-1							-1							-1
-2			ST	ST	ST		-2							-2							-2							-2
-3			ST	ST	ST		-3							-3							-3							-3

LOCATION LEGEND

AB Abdomen	NK Neck	CF Calf	RI Rider †	EL Elbow
SH Shoulder	FA Face	SK Skull	FT Foot	ST Steed †
FO Forearm	TA Tail †	GR Groin	TH Thigh	HA Hand
TX Thorax	HI Hip	UA Uppr. Arm	KN Knee	WG Wing †

**Passive Cover Option**  
 The diagram superimposed on the Humanoid target may be used by the GM as a guide to Passive (shield) cover.

† MISS if inapplicable.

## ARMOUR PROTECTIVE VALUES

BASIC MATERIALS	B	E	P	F	S	T
* Cloth/Hair	0	1	0	1	0	1
* Leather/Hide	1	2	1	3	0	2
* Quilt/Fur	5	1	1	3	1	3
* Kùrbùl	4	4	3	3	2	4
* Ring/Etc.	2	5	1	3	1	4
* Scale	3	5	4	4	1	5
Mail	2	7	6	4	0	8
Plate	5	8	7	5	3	10

COMBINATIONS	B	E	P	F	S	T
Leather + Cloth	1	3	1	4	0	3
Quilt + Cloth	5	2	1	4	1	4
Kùrbùl + Cloth	4	5	3	4	2	5
Kùrbùl + Leather	5	6	4	6	2	6
Ring + Cloth	3	7	2	6	1	6
Ring + Leather	3	7	2	6	1	6
Ring + Cloth + Leather	3	8	2	7	1	7
Scale + Cloth	3	6	4	5	1	6
Scale + Leather	4	7	5	7	1	7
Scale + Leather + Cloth	4	8	5	8	1	8

Plate + Plate	10	16	7	5	3	10
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COMBINATIONS	B	E	P	F	S	T
Mail + Cloth	2	8	6	5	0	9
Mail + Leather	3	9	7	7	0	10
Mail + Quilt	7	8	7	7	1	11
Mail + Quilt + Cloth	7	9	7	8	1	12
Mail + Quilt + Leather	8	10	8	10	1	13
Mail + Quilt + Kùrbùl	11	12	10	10	3	15
Mail + Quilt + Kùrbùl + Cloth	11	13	10	11	3	16
Mail + Quilt + Plate	12	16	14	12	4	21
Mail + Quilt + Plate + Cloth	12	17	14	13	4	22
Double Mail	4	14	12	8	0	16
Double Mail + Cloth	4	15	12	9	0	17
Double Mail + Leather	5	16	13	11	0	18
Double Mail + Quilt	9	15	13	11	1	19
Double Mail + Quilt + Cloth	9	16	13	12	1	20
Double Mail + Quilt + Leather	10	17	14	14	1	21
Double Mail + Quilt + Kùrbùl	13	19	16	14	3	23
Double Mail + Quilt + Kùrbùl + Cloth	13	20	16	15	3	24
Double Mail + Quilt + Plate	14	23	20	16	4	29
Double Mail + Quilt + Plate + Cloth	14	24	20	17	4	30
Plate + Cloth	5	9	7	6	3	11
Plate + Leather	6	10	8	8	3	12
Plate + Quilt	10	9	8	8	4	13

These tables show the Impact reduction offered by various materials, according to Strike Aspect (Blunt, Edge, Point, Fire/Frost, Squeeze, Tear). If multiple layers of armour are worn, impact reduction is cumulative (hence, some armour combinations are provided to speed play).

**SUPERIOR/INFERIOR ARMOUR:** Protective Values shown apply to Standard Quality (+0) materials. If Inferior/Superior armour is worn, modify Protective Values by the appropriate rating for each layer. Eg. If a +2 hauberk is one of the layers struck, increase Protective Value by 2 on all Aspects. Note. No modification for Aspects where the standard material has no rating (Eg., No modification for Squeezed Mail). **ENCHANTED ARMOUR:** Increase Protective Values by 1 per level of enchantment, applies only to aspects that exist.

\* **FLAMMABLE ARMOUR:** struck by 16+ Impact Fire, ignites and the wearer accrues burn IP for each body part covered by the burning materials until the fire dies or is doused. Cloth: 1d6 IP/Turn for 2 turns. Leather/Ring/Scale/Kùrbùl: 2d6 IP/Turn (4 turns). Quilt: 3d6 IP/turn (6 turns).

## INJURY TABLE

Aspect/Impact Location	B/S Blunt/Squeeze				E/T Edge/Bite/Claw				P Point (Stab)				F Fire/Frost		
	1+	7+	13+	19+	*5+	9+	13+	17+	*5+	11+	16+	21+	1+	11+	21+
<b>SKULL</b>	E	E	K3	B1 K5	E	E	K3	B1 K4	E	E	B1 K3	B1 K4	E	E	K3
<b>EYE</b>	E	E	E	B1 K4	E	B1 E	B1 E	B2 K5	E	B1 E	B1 K4	B2 K5	E	E	E
<b>FACE</b>	E	E	E	B1 K4	E	E	B1 E	B2 K4	E	E	B1 E	B1 K4	E	E	E
<b>NECK</b>	E	E	K3	B2 K4	E	B1 E	B2 K4	B4 A4	E	E	B1 K3	B3 K4	E	E	K3
<b>SHOULDER</b>	F	F	F	B1 E	F	F	B1 E	B2 K3	F	F	FE	B1 E	E	E	E
<b>UPPER ARM</b>	F	F	F	B1 E	F	F	B1 E	B1 A5	F	F	FE	B1 E	FE	FE	E
<b>ELBOW</b>	F	F	E	B1 E	F	FE	B1 E	B1 A5	F	FE	FE	B1 E	FE	FE	E
<b>FOREARM</b>	F	F	F	B1 E	F	FE	FE	B1 A5	F	FE	FE	B1 E	FE	FE	E
<b>HAND</b>	F	F	E	B1 E	F	FE	FE	B1 A6	F	FE	FE	B1 E	FE	FE	E
<b>THORAX</b>	E	E	E	B1 K4	E	E	E	B1 K3	E	E	B1 K3	B1 K4	E	E	K4
<b>ABDOMEN</b>	E	E	B1 E	B2 K3	E	B1 E	B2 E	B3 K3	E	B1 E	B2 E	B3 K3	E	E	E
<b>HIP</b>	SE	SE	SE	B1 E	SE	SE	SE	B1 E	S	SE	SE	B1 E	E	E	E
<b>GROIN</b>	SE	SE	E	B1 E	SE	SE	SE	B2 A5	SE	SE	E	B1 E	E	E	E
<b>THIGH</b>	S	S	S	B2 E	S	SE	B1 E	B2 A4	S	S	SE	B1 E	E	E	E
<b>KNEE</b>	S	S	E	B2 E	SE	SE	B1 E	B2 A5	S	S	E	B1 E	E	E	E
<b>CALF</b>	S	S	S	B1 E	S	SE	SE	B1 A5	S	S	SE	B1 E	E	E	E
<b>FOOT</b>	S	S	E	B1 E	S	SE	SE	B1 A5	S	S	E	B1 E	E	E	E
<b>TAIL</b>	S	S	S	SE	S	S	S A3	B1 A5	S	S	SE	B1 E	E	E	E
<b>WING</b>	S	SE	SE	SE	S	S	S B1	B2 A5	S	S	SE	E	E	E	E
<b>1d10 IP</b>	Bruise/Minor Fracture				Minor Cut, Bite or Tear				Minor Stab				Minor Burn or Frost		
<b>1d10+10 IP</b>	Fracture/Serious Bruise				Serious Cut, Bite or Tear				Serious Stab				Serious Burn/Frost		
<b>1d10+20 IP</b>	Crush				Grievous Cut, Bite or Tear				Grievous Stab				Grievous Frost		
<b>A</b>	Amputation Roll				Bleeding Wound				Shock Roll				Fumble Roll		
<b>B</b>	Bleeding Wound				Shock Roll				Kill Roll				Stumble Roll		
<b>E</b>	Shock Roll				Fumble Roll				Kill Roll				Stumble Roll		
<b>F</b>	Fumble Roll				Kill Roll				Stumble Roll						
<b>K</b>	Kill Roll				Stumble Roll										
<b>S</b>	Stumble Roll														

- \* Effective (*post armour*) Edge, Point or Tear Impact, greater than 0 and less than 5, is treated as Blunt Impact of 1+.
- Any non-penetrating (4 or less effective impact) Edge/Point/Bite/Claw strike is recalculated as a Blunt strike.
- Any Edge or Point strike whose effective impact is an even number, is non-penetrating & treated as a blunt strike of equal effective impact.

## MISSILE SEQUENCE

- 1 **Attack Declaration** Weapon, Target, (Cover), Aiming
- 2 **EML Calculation** range, target size, movement...
- 3 **Attacker Skill Roll** — Generate Deviation
- 4 **Active Missile Block** shield carried by target.
- 5 **Strike Delivery**
  - (6a) Strike Location
  - (6b) Aspect Blunt, Edge or Point.
  - (6c) Impact (2d6+ Missile Range Table Impact)
  - (6d) Injury (normal Injury routine)

## MISSILE DEVIATION

	Type 1	Type 2
<b>CS</b>	0	1d6-1"
<b>MS</b>	1d6	1d20+5"
<b>MF</b>	2d6	1d100+25"
<b>CF</b>	3d6	1d100+125"
<b>LSD 1/2</b>	Low	
<b>LSD 3</b>	Low Left	
<b>LSD 4</b>	Low Right	
<b>LSD 6</b>	High Right	
<b>LSD 7</b>	High Left	
<b>LSD 8/9</b>	High	



## STRIKE ASPECT

**Random Aspect is optional.** If not used, all missiles strike with best ASPECT. Arrows/Quarrels are presumed to strike with the business end anyway.

WEAPON	1	2	3	4	5	6
Tabûri	B	B	P	P	P	P
Shôrkána	B	B	E	E	E	E
Spear/etc.	B	P	P	P	P	P
Other	B	B	E	E	P	P

## MISSILE RANGE TABLE

RANGE WEAPON	⇨ DW	4/Less EML/IP	8/Less EML/IP	16/Less EML/IP	32/Less EML/IP	64/Less EML/IP	128/Less EML/IP	256/Less EML/IP	Mounted Modifier
<b>Bow</b>	<b>(40)</b>	+15/6	+10/6	+5/4	+0/3	○	○	○	-20/-40
<b>Bow</b>	<b>(60)</b>	+15/8	+10/8	+5/6	+0/5	-10/4	○	○	-20/-40
<b>Bow</b>	<b>(80)</b>	+15/10	+10/10	+5/8	+0/7	-10/6	-20/5	○	-20/-40
<b>Bow</b>	<b>(100)</b>	+15/12	+10/12	+5/10	+0/9	-10/8	-20/7	-60/6	-20/-40
<b>Bow</b>	<b>(120)</b>	+15/14	+10/14	+5/12	+0/11	-10/10	-20/9	-60/8	-20/-40
<b>Crossbow</b>	<b>(40)</b>	+20/5	+15/5	+5/4	+0/3	-30/1	○	○	-35
<b>Crossbow</b>	<b>(60)</b>	+20/7	+15/7	+5/6	+0/5	-30/3	○	○	-35
<b>Crossbow</b>	<b>(80)</b>	+20/9	+15/9	+5/8	+0/7	-30/5	○	○	-35
<b>Sling</b>	◆	+10/4	+5/4	+0/3	-10/2	-25/2	-50/2	○	-25
<b>Staff Sling</b>	◆	+5/5	+5/5	+0/4	-5/4	-20/3	-40/2	-80/2	-45
<b>Spear</b>	◆	-5/100%	-10/50%	-20/50%	-40/50%	○	○	○	-20
<b>Javelin</b>	◆	+0/100%	-5/100%	-10/50%	-20/50%	-40/50%	○	○	-15
<b>Throwing Knife</b>	◆	+0/100%	-10/100%	-20/50%	-50/50%	○	○	○	-05
<b>Throwing Axe</b>	◆	+0/100%	-5/100%	-15/50%	-50/50%	○	○	○	-20
<b>Melee Weapon</b>	◆	-15/100%	-30/50%	-60/50%	-90/50%	○	○	○	-30

### LEGEND

- DW** Bows are rated for *draw weight* (lbs). To determine the maximum DW (pull) that a character can draw and fire, multiply the average of Strength and Bow SI by 10 pounds.
- ◆ Strength Requirement for these weapons determined by weapon weight from *Weapon Data* Table.
- Cannot reach this far with any consistency or accuracy.
- Range** (hexes/inches). For range up to 4 hexes (20 feet) use 1st column. >4, ≤8 hexes use 2nd column and so on.
- EML** Missile-caster adjusts EML based on Range/Weapon, (e.g. EML bonus for a *Bow 60* at ≤16 hexes is +5), and optionally also for Crosswinds.
- IP** Impact determined by Range (at ≤8 hexes *Bow 40* has Impact 8). Arrow IMPACT shown is POINT ASPECT. BLUNT or EDGE, Impact is 1 less than shown. If Impact is given as a percentage, it is the percentage of the weapon's normal *melee Impact value*.
- Mtd Mod.** Mounted Modifier. Most missiles are penalised when used from horseback (etc.). The applicable EML penalty is shown. Where 2 penalties are shown, the first is for shortbows the second for longbows. Apply half Mtd., penalty if steed is stationary
- Boldface**  missiles/ranges shown boldface (any range/missile with an EML bonus) are considered *High Velocity HV*

### COLUMN SHIFTS

- Head/Tail Wind..... Shift R/L by WF
- Target 2× Man Size..... Shift Left
- Target ½ Man Size..... Shift Right

### EML MODIFIERS

- Attacker Moving.....-10
  - Attacker Mounted.....Mtd (Table)
  - Target Stationary..... +0
  - Target Moving Normally.-DODGE SI
  - Target Active DODGE..-DODGE SI×2
- ◆ See Missile Range Table

### ACTIVE BLOCK EML PENALTIES

Shield	LV	HV
Tower	ML+0	ML-10
Kite	ML-5	ML-15
Knight	ML-10	ML-20
Round	ML-10	ML-20
Buckler	ML-15	ML-25
Other	ML-20	ML-30

(updated 26 September 2010)

## PASSIVE COVER GUIDE

Best Available Cover ↓	ARAKI (38")			HUMAN (68")			HRU (144")		
	High	Mid	Low	High	Mid	Low	High	Mid	Low
Light Woods	10%	40%	50%	10%	20%	30%	10%	20%	30%
Heavy Woods	20%	60%	80%	20%	40%	60%	20%	40%	50%
Light Undergrowth	10%	20%	40%	—	—	20%	—	—	10%
Heavy Undergrowth	10%	20%	50%	—	10%	30%	—	—	20%
Wall (3')	15%	80%	100%	—	25%	75%	—	—	15%
Wall (4')	100%	100%	100%	—	50%	100%	—	—	60%
Wall (5')	100%	100%	100%	50%	100%	100%	—	—	75%
Wall (6')	100%	100%	100%	100%	100%	100%	—	20%	90%
Battlements	100%	100%	100%	10%	60%	100%	—	20%	75%
Mantlet or Arrow Slit	100%	100%	100%	90%	95%	100%	—	50%	100%
Window	40%	80%	100%	20%	50%	80%	100%	75%	75%

This table gives the percentage chance of striking cover according to the Targeted Zone (Zone Targeting Table). If, for example, the target is a human behind a 4' wall, and the Aiming Zone is *Body*, there is a 50% chance that the wall will intercept the missile. If the target is protected by multiple covers apply whichever single value is greatest. The table shows a range of examples; other cover/target types, are left to GM discretion.