Combat

V1.1a

Section 4 of 5

Weapon Tables

Melee Weapons

Weapon Name	Attack Rank	Def. Adj.	Weapon To Kill Adj.	Dice
Ax, One Handed	16 /2d8	N/A	1d10	R1
Ax, Two Handed	12 /2d6	N/A	2d8	R1
Bill (group formation)	8 /2d4	4	2d8	H2
Claw, Battle	16 /2d8	4	1d8	R1
Claw, Battle + Claw, Battle*	As Single Weapon			H2
Club	16 /2d8	5	1d6	E2
Dagger	20 /2d10	4	1d8	R1
Dagger + Dagger ***	As Each Single Weapon			H2
Glaive (group formation)	10 /1d6+1d4	4	2d8	H2
Halberd (single)	8 /2d4	7	1d6+1d8	R1
Halberd (group formation)	8 /2d4	4	2d8	H2
Hand to Hand	2d12	N/A	1d6	R1
Lance	Spec	N/A	Spec.	R1
Mace, one handed	14 /1d8+1d6	5	1d10	R1
Mace, two handed	12 /2d6	7	1d12	R1
Mall	14 /1d8+1d6	6	1d12	R1
Mall, Great	12 /2d6	7	2d12	R1
Morning Star	12 /2d6	7	1d10	R1
Natural Attacks	24 / 2d12	0	TKA	R1
Net**	N/A	4	N/A	R1
Pike (group formation)	8 /2d4	4	2d8	H2
Pole Ax (group formation)	12 /2d6	4	2d8	H2
Proto Swords	14 / 1d8+1d6	N/A	1d10	R1
Punch	2d12	N/A	1d6	E2

Weapon Name	Attack Rank	Def. Adj.	Weapon To Kill Adj.	Dice
Punch, With Gauntlet	22 /1d10+1d12	7	1d8	R1
Punch, Gauntlet + Gaunt.	As Each Single Weapon			R1
Shield, Buckler (or silver)	N/A	5	N/A	R1
Shield, Kite**	N/A	4	N/A	R1
Shield, Large**	N/A	3	N/A	R1
Shield, Normal**	N/A	4	N/A	R1
Shield, Spiked**	N/A	5	N/A	H2
Shield, Small**	N/A	5	N/A	R1
Shield, Wood**	N/A	5	N/A	R1
Sword, Bastard	12 /2d6	6	1d6+1d8	R1
Sword, Cutlass	14 /1d8+1d6	6	1d12	R1
Sword, Katana	14 /1d8+1d6	6	1d12	R1
Sword, Long	14 /1d8+1d6	6	1d12	R1
Sword, Long + Short***	As Each Single Weapon			H2
Sword, Long + Dagger***	As Each Single Weapon			H2
Sword, Saber	14 /1d8+1d6	6	1d12	R1
Sword, Scimitar	14 /1d8+1d6	6	1d12	R1
Sword, Short	16 /2d8	5	1d10	R1
Sword, Short + Dagger***	As Each Single Weapon			H2
Sword, Short + Short ***	As Each Single Weapon			H2
Sword, Two Handed	12 /2d6	7	2d8	R1
Spear (hand held)	12 /2d6	N/A	1d10	R1
Spear (group formation)	8 /2d4	7	1d6+1d8	H2
Staff	12 /2d6	5	1d8	R1

Missile Weapons

Weapon Name	Lethality Index	Real Reload	Real Range	Effective Range	Rate Of Fire	Reload Speed	Weapon To Kill Adjustment	Dice Rating
Arquebus ^	10	2 shots / 3 min.	150 yards	10	1 per 5	4 Rounds	2d10	H2
Ax, 1h, Thrown				4		N/A	1d8	H2
Bolo				2		N/A	Special	R1
Bow (Long) ^^^	36	6/minute	280 yards	20		N/A	1d6+1d8	H3
Bow (Horse) ^^^				15		N/A	1d12	H3
Bow (Normal)^^^				15		N/A	1d12	H2
Bow (short) ^^^	21	6 / minute	140 yards	10		N/A	1d10	H2
Cross Bow (mechanical)		1/minute	380 yards	30	1 per 4	3 Rounds	1d6+1d8	R1
Cross Bow (Normal)	33	4/minute	140 yards	10	1 per 2	1 Round	1d12	E2
Dagger (thrown)	-			3		N/A	1d8	R1
Flintlock ^	43	1 shots / 1.5 min	250 yards	20	1 per 4	3 Rounds	1d8+1d10	R1
Hand Gun^				5	1 per 2		1d6+1d8	R1
Musket (matchlock) ^	19	2 shots / 3.5 min	300 yards	25	1 per 6	5 Rounds	2d12+2	H2
Musket: refined version ^^	30	1 shot / min.	300 yards	30	1 per 3	2 Rounds	2d12+8	R1
Spear (Javelin)				3	1	N/A	1d10	R1

* The Calt is the only race that can take the Battle Claw + Battle Claw Weapon Combination. To take this weapon combination the Calt must choose it as a character strength.

** A Nagis uses a net and not a shield. No race but the Nagis may take a net as a weapon of proficiency. For the Nagis, the Net acts as a shield so it may be used with other one handed weapons.

*** A character must take the Duel Weapon Skill Strength before being able to take one of these weapon skills.

^ A character must take The Gunpowder Weapon Skill Strength before being able to take one of these weapons skills.

^^ Only a dwarf (who chooses this as a character strength) may take this weapon skill.

^^^ A character must take the Bow Weapon Skill Strength before being able to take one of these weapons skills. Note that if you cannot wear metal armor and wield a long or horse bow.

Information here is provided for reference purposes only. Refer to the following pages for information on how Legend's combat system works.

Restricted Weapon Use

Like armor, character focus will restrict what weapons the character can use as follows. It should be noted that character race also restricts or encourages the use of certain weapons.

Magic Focus

Cannot use any metal weapon, bow, crossbow or gunpowder weapon.

Fighting Focus

No restrictions can use any weapon they want.

Skill focus

Can only use a two handed weapon if it is a missile weapon.

No Focus

A character that has No Focus can use any weapon. However, the character must have one hand free if he wants to cast spells and he cannot cast spells during combat if he is wielding a metal two-handed weapon (this includes two handed hammers and mauls). If the character does have a metal weapon in hand when casting a spell, he must take the average damage done by the weapon (the weapons TKA) and add it to his *To Cast* dice roll. Having a high synergy level in the spell does not negate this penalty.

Armor Table

Armor Type	PV Value	Encumbrance: in VL items
Padded	1	4 VL items
	1d2	5
	1d3	6
	1d4	7
	1d5	8
	1d6	9
Leather	1d2+1	5
Cuir-bouilli	1d3+1	6
Lamellar	1d4+2	7
Brigandine	1d5+2	8
Scale	1d6+3	9
Chain Mail	1d7+3	10
Plate	1d8+4	11
Plate, Jousting	1d20+5	25
Plate, Field	1d6+3	6

Armor Restrictions

Armor protects the character from damage. As a rule of thumb, the heavier the armor the better it is at absorbing damage. This is all fine and great but the sad fact is, not all characters can wear all types of armor and it all comes down to focus. There are no Tank Mages in Legend Weaver. Armor interferes with the casting of magic spells and the use of non-combat related skill. It is a pain, but just something you have to realize is there. For more information, see also Section 1 of the manual, Armor Table.

Fighting Focus

A character with a Fighting Focus can wear any armor found in the game.

Magic Focus

A character with a Magic Focus cannot wear armor. What protection this character has comes from his or her spells.

Skill Focus

A character with a Skill Focus can wear any type of armor up to Cuir-bouilli armor.

No Focus

A character with No-Focus can wear any type of amour up to Chain. If this character wishes to wear armor then he will suffer a penalty to his spell casting. Take the armors maximum protective value roll and add this to any attempt to cast a spell (ignore magical bonuses). For example, chain armor is 1d7 + 3 so its maximum value is 10. This is applied as a penalty to any spell roll made by the wearer. This penalty cannot be negated through any means, even though a high synergy bonus.

Rate of Death Table

Roll 6d6 and count the number of times you roll a four or more. Once you know the total, consult the table below.

4+ rolled.	Result
0	Target takes 1 wound per combat round.
1	Target takes 1 wound per 1d2 combat rounds
2	Target takes 1 wound per 2d4 combat rounds
3	Target takes 1 wound per 3d6 combat rounds
4	Target will not take further wounds during the battle. Will live for 1d6 hours before dying.
5	Target will not take further wounds during the battle. Will live for 1d3 days before dying.
6	Target will live for 3d12 hours and will be able to help himself if not killed outright after the battle (50% chance).

Introduction

Legend is a game of high adventure. Part of the fun is finding and solving the puzzles and mysteries associated with an adventure. The other part is finding and defeating evil. This evil often comes in the form of monsters, creatures and NPC's that the character's meet in their travels.

The word combat will often be interchanged with melee. Both words are used to mean that the characters are fighting a monster or a group of creatures of some type. Weapons may range from swords and bows, to magic. To describe how combat works in Legend Weaver, we will start by describing the use of swords, then we will move on to include the use of bows and other missile weapons and end by including the use of magic.

How Combat Works

Combat takes place when a creature the characters meet want to trash the characters or the characters decide they want to trash something they have just met. Combat takes place in rounds, a unit of time long enough for all sides in the conflict to perform one or more actions. Legends combat system does not define a round. Most weapons do not get a set number of attacks. Often the number of attacks you get will depend on who or what you are fighting and what weapons they use, although the basis for the number of attacks you get starts with the Attack Rank of weapons and spells.

Attack Rank

Each Melee weapon in the game comes with an ATTACK RANK. The attack rank determines how fast the weapon is and actually comprises two numbers. A single figure used to determine how many attacks you get with the weapon and a set of dice that are used to determine exactly when in the round your attack takes place. For example, the Attack Rank for Two Handed Sword and Short Sword is:

Weapon	Attack Rank
Two Handed Sword:	12 / 2d6
Short Sword	16 / 2d8

The Two-Handed-Sword has the lower number meaning that it has a better chance of attacking first (12 versus 16). In addition, there is a four in twenty chance that the character wielding the Two-Handed-Sword will get in a two attacks before the round is over.

Attack rank is based on how the weapon works and how long it is. For example, the attack rank for a Two Handed Sword is 12 and the Short Sword is 16. This means that the Two Handed Sword has the advantage in combat. It has the greater reach. The attack rank of a Dagger is 20, meaning that it is not the best weapon when used against a Two Handed Sword. When you think of attack rank, speed and weapon weight do not weigh as heavily as reach. You have a pretty useless weapon if you can't get close enough to strike a blow without getting your head chopped off.

That said, having a lower attack rank does not guarantee that you will attack first. It just means that you have the advantage in reach and may get a second attack during the melee round since an opponent with a shorter weapon has to come to you in order to use it. To determine if you get a second attack you have to roll the difference in attack ranks or less on a d20. Once you have determined the number of attacks you have to determine when in the combat round they take place. You roll dice to determine this.

When you look at the attack rank of the Two Handed Sword, you see that it is listed as 12 / 2d6. When compared to the short swords 16 / 2d8. You roll dice for each attack you get in the combat round. The character with the two handed sword rolls 2d6 and the character with a short sword rolls 2d8. Low roll swings first.

Dual attacks that hit at the same time

When you have multiple attacks, it is possible to get both attacks in, before the opponent attacks, or it may happen that both of your attacks land after the opponent swings. When this happens, roll damage for each attack normally. If it should happen that both of your attacks land on the same *Combat Instant* (you rolled the 2d6 and got the same result both times). Then it is considered

that you have delivered one single brutal attack and if it hits you roll two sets of damage and apply it against the target as a single hit.

Only the better weapon can score such a blow and it will not happen all the time. But when it happens: Whoooo Hoooooo!

Attack rank may seem a little odd at first, after all, isn't a dagger faster than a two handed sword. It is but that fact does not give it a better attack rank! It may help if you look at it from the point of view of someone who is wielding a two handed sword. You can see your opponent has a weapon that requires him to be toe to toe to you. Your weapon has the reach to kill him from a distance. You are going to use your weapon to do just that, keep him at a distance and not let him come close enough to get that killing blow. This is why you have the potential bonus attacks and not him. You aren't going to start the fight making big honking swings that leave you wide open. You will fight to keep him at bay. You will fight to keep the advantage in the fight!

In the Legend Weaver gaming system, the number of attacks melee weapons get is dependent on circumstance and part of circumstance is what weapons are being used against each other.

Identical Attack Ranks

It will often happen that two identical weapons are used against each other. In this case, each weapon gets one attack per round; there are no multiple attacks in this situation. You determine when the weapons attack using their attack rank dice. It is possible for both weapons to strike the blow at the same Combat Instant. If this happens then ignore the weapon's Defensive Adjustment when making the hit (more on Defensive Adjustment shortly)

Synergy Level

Like adventuring and spell skills, all weapons have a base skill level and a synergy bonus, collectively known as the character's *Synergy Level* in the weapon. It is written as 11+ 0 or 18+12 (synergy level = the wielders Base Skill Level in the weapon + Synergy Bonus). This means that there is a base skill level (knowing the easy stuff) and an advanced skill level (knowing the hard stuff).

Defensive Adjustment (DA)

Many weapons carry a Defensive Adjustment (DA). This is a modifier that is added to the opponents dice roll, making it harder for them to hit you. The Defensive Adjustment is always based on the Wielder's Base Skill Level and depends upon the weapon being used. For example, the Defensive Adjustment for a Two-Handed Sword is 7. This means that for each full 7 points in the wielder's Base Skill Level in the Two Handed Sword, his opponent suffers a one-point to-hit penalty. This takes into account that the character is using his weapon as a way to block his opponent's blows. Some shields have the greatest Defensive Adjustment of 3, meaning you can get a defensive adjustment of up to 6 points from a shield. Most weapons fall between these two extremes.

Base Skill Lv,/Synergy Bonus Maximums

A fighters base skill level in a weapon can never be greater than 18. Any type of bonus to a weapons synergy level goes into the weapons synergy bonus, so it is possible to have a weapon with a synergy bonus while the wielders base skill level in the weapon is under 18 (i.e., his skill in the weapon could be 12 + 4). This situation can happen when a character gets a magic item that increases the synergy bonus of the weapon the character is using.

There is no maximum figure for a weapon's Synergy Bonus. You can always learn more, and generally speaking the more you learn the more you can do. This is described further below.

Rolling Hits

Once the number of attacks has been determined the combatants must see if they actually hit their opponent. The character rolls 1d20 and adds in the opponents Defensive Adjustment. He compares the result with his base skill level in the weapon (the first number in the weapons Synergy Level). If the adjusted roll is equal to or less than his Base Skill level in the weapon, he scores a hit.

A Quick example is in order.

Roi has 18+7 in Long Sword. Long sword has a Defense adjustment of 6. Eighteen (Roi's base synergy level in the sword) divide by six (the swords Defensive Adjustment) equals a three-

point penalty that is added to his opponent dice rolls. This three-point penalty is added to the dice of any melee attack roll made against Roi. This means that if Roi's opponent had 18+4 in Long Sword, he / she would roll 1d20 + 3. Roi's opponent would have to roll 15 or less on the dice to score a hit since 15+3 equals 18, which is equal to or less then the opponents base skill level in his weapon.

Rolling Damage

Once you have hit your opponent you must determine if you have actually managed to cause a wound.

Four Figures determine the number of wounds the target takes. These figures take the form of dice that are rolled and then added together to determine the total damage done by the blow. The attacker rolls a set to determine the blows total potential damage, then the target rolls a set to see how much of the blow is negated due to his capacity to take damage and his armors capacity to absorb damage.

Attackers Dice

The attacker rolls dice as follows:

To Kill Adjustment Dice: TKA

This figure is based on the character's overall size and is the seventh Item listed on the character sheet. Larger creatures receive larger bonuses. The larger the character is the more likely his size will influence the blow in his favor (i.e., do more wounds).

Weapon To Kill Adjustment: WTKA

This figure is taken right from the weapon sheet and is normally one or two dice that you roll to determine damage. The greater the number and the larger the dice you use, the more deadly the weapon.

Defenders Dice

The target of the blow rolls the following dice:

Wound Resistance Dice: WR

This is the counterpart of the character's To Kill Adjustment figure. The larger the character is the less likely a blow is to cause a wound. A blow capable of killing a gnome is likely to be a scratch to a dragon.

Armor Protective Value: APV

Armor protects, lessening the effect of hits. The more armor a character has the less he has to fear a hit, although no armor makes a character invincible.

Putting it all together

Once a hit is determined, you roll the character's *To Kill Adjustment* (TKA) and the Weapons To Kill Adjustment (WTKA). The combined total of these two rolls equals the number of wounds you have done on the opponent. The opponent now rolls his *Wound Resistance* (WR) and subtracts the roll from the number of wounds you have done to him. He then rolls his *Armors Protective Value* (APV) and subtracts this figure from the number of wounds done on him.

If the number of wounds is reduced to zero or less the target takes no actual damage from the hit. If the result is still positive then it is subtracted from the total number of wounds the target has available. When the targets wounds are reduced to zero or less, the target drops.

It sounds worse than it is, as an example will show. In the fight between Aubrey and Roi they have the following characteristics.

An Example

Aubrey steps into the arena against Roi. Aubrey wields a long sword and Roi a Short Sword. The relevant stats for Aubrey and Roi are as follows:

	Aubrey	Roi
WR	1d4	1d4
Wounds	20	20
TKA	1d6	1d6
Armor	Cuir-bouilli	Brigandine
APV	1d3+1	1d5+2
Weapon	Long Sword	Short Sword
Shield (Yes/No)	No	No
Synergy Level	13+0	16+0
Attack Rank	14 /1d8+1d6	16 /2d8
Defensive Adjustment	6 (13/6 = 2 point)	5 (15/5 = 3 point)
WTKA	1d12	1d10

Round One

For this example we will assume that they are toe-to-toe when combat begins. We start the round comparing the weapon attack ranks to see if one of the two gets multiple attacks. Aubrey will get a second attack if she can roll two or less on a d20. Luck is with her and she rolls a one. She will have two attacks this combat round. Aubrey now rolls her attack rank dice twice. Her first rolls are a two and a one, and then a one and a six. She will attack on the third and seventh *Combat Instant* of the round. Roi rolls his attack rank dice and comes up with a four and a one. Roi's five comes between Aubrey's two attacks.

Aubrey Rolls a d20 and scores an 18. Even without adding Roi's three-point Defensive Adjustments it is an easy miss (her synergy level is 13+0 so she must roll a modified 13 or less to hit Roi). It is now Roi's turn to strike a blow. He rolls a d20 and comes up with a six. He adds Aubrey's two-point defensive Adjustment to the roll and still scores an easy hit since he needs a 16 or less to hit (his synergy level is 16+0). He now rolls his damage dice: a d12 for his weapon to kill adjustment (WTKA) and a d6 for his own personal to kill adjustment (TKA). He rolls a five and a four giving him a nine-point blow. Aubrey now rolls her wound resistance (1d4) and her armors protective value (1d3+1). She rolls a two and a two, taking Roi's nine point blow down to a five-point blow. Her wounds go from 20 down to 15.

Aubrey now gets her second attack. She rolls a 12 on the d20 and adds Roi's 3-point defensive adjustment. She misses by two.

Round Two

Aubrey checks for two attacks and rolls a two. YES! She smiles evilly and rolls her attack rank dice. Her first rolls are a seven and a one. Her second set of rolls is a six and a six. She attacks on Combat Instant eight and 12. Roi rolls his attack dice and gets a seven and a one so he also attacks on Combat Instant eight of the round.

Since both first attacks are taking place at the same Combat Instant, neither combatant needs to worry about the opponents Weapon Defensive Adjustment (a shield Defensive Adjustment would be taken into account). Aubrey rolls an eight for her attack. She hits! Roi rolls a three. He lands a blow as well. Aubrey's damage roll is 1d12+1d6. She rolls max damage, a 12 and a six, giving her an 18-point blow. Aubrey Screams, Roi moans and rolls his own damage dice and moans even louder when his rolls come up with a total of six. Aubrey rolls for her wound resistance (1d4) and her armor (1d3+1) and comes up with eight. She takes no damage from Roi's blow. Roi now rolls his own wound resistance (1d4) and his armor (1d5+2) and comes up with seven. Aubrey's 18-point blow becomes an 11-points worth of wounds.

Roi's wound total goes from 20 down to nine.

Aubrey now gets her second attack. She rolls a d20 and gets a nine. With this blow she has to add Roi's three-point Defensive adjustment to the roll. The Nine becomes a 12. She still hits. Her damage roll of 1d6 and a d12 result in a one and a two on the dice. Her three-point blow cannot damage Roi since it is not even capable of getting past Roi's armor (Protective Value = 1d5+2).

Round Three

Aubrey rolls a 15 on the d20, and gets one attack this round. She rolls her attack rank dice, adds them together and comes up with four. Roi rolls his and comes up with a six. Aubrey attacks first. Aubrey makes her to-hit roll. She rolls a 13 on the d20, adds Roi's three-point Defensive Bonus to the roll for a good solid miss with her synergy level of 13+0. Roi makes his attack roll and rolls a 13, adds Aubrey's two-point defensive bonus to come up with a hit with his synergy level of 16+0. Roi rolls damage, a d10 plus a d6 and comes up with a six-point blow. Aubrey's wound resistance rolls are 1d4 and 1d3+1. She rolls the dice, adds them together to subtract five from Roi's six-point blow. She takes one wound from Roi's blow.

Aubrey's Wound total goes from 15 to 14.

Round Four

Aubrey rolls a one on the d20 and gets two blows this combat round. Her blows take place on second three and second 11. Roi's blow takes place on second six. Aubrey rolls her attack on the d20. She rolls a three and adds Roi's Defensive adjustment of three to the roll to come up with a to-hit roll of six. She hits Roi. Her damage roll comes up with a seven-point blow. Roi's rolls decrease the damage of the blow by 10 points. Roi takes no damage from the blow.

Roi rolls a 15, and misses Aubrey without adding in her defense adjustment.

Aubrey 's second attack is also a miss.

Round Five

That is enough to let you see how the basic system works. What we will do now, is add shields and missile weapons to the mix. It is an easy addition.

Adding Shields

A character may pick a shield as one of his weapon choices. The shield skill develops just like any other weapon skill except that it is not normally used to deliver damage. Its main function is to prevent the character from being hit. In this respect the Large Shield is the best shield you can get, and its Defensive Adjustment is 3, better than any weapon. This means that a character that has a large shield developed to 18+0 will have a defensive adjustment of 6 for the shield alone.

A shield's *Defensive Adjustment* (DA) is added to the defensive adjustment of the character's weapon. In addition, the shield's defensive adjustment is always one point better if used to deflect incoming missile fire. This means that the Defensive Adjustment of a Large Shield is 2 in regards to missile fire. At 18+0 the attacker must add nine points to all his to hit rolls, if using a missile weapon such as a bow or crossbow. Keep in mind, that the shield only protects the character from the front and shielded side. It is no good from missile attacks that come from the character's back or weapon side.

With enough training a character can use a shield as an offensive weapon. You should refer to the write-up on the shield and what special attacks they have.

Adding Missile Weapons

You can attack during the combat round using missile weapons. Missile weapons range from a stone thrown by hand, an arrow fired from a bow or a lead pellet fired from a gun or riffle. Missile weapons start out with the same attack rank as magic spells, that is 24 / 2d12. This means, that the starting character with a bow is pretty horrible with the weapon as he tries to line up the target and take a shot. Advanced training will remedy this, but like in real life, it takes a long time to get really good with a bow.

Synergy Bonus

The character will develop a synergy bonus with every weapon that he has. The bonus is to take into account the advanced training in the use of the weapon. The bonus allows you to do many things, most being unique to the weapon you are using. To give an example, lets go to the Dagger

Versus the Two Handed Sword, and then to the Long Bow.

The Dagger

The Dagger is a very close in weapon. The control an expert has with the weapon far out-steps the control that is possible with a two handed sword. For this reason a character with enough training in a dagger may deflect incoming sword blows with the use of his advanced skill. This is not the same as the weapons Defensive Adjustment. The choice to try and deflect an incoming blow takes place when the to-hit dice have been rolled and a hit has been made (it is too late after the damage roll has been made). To make a deflection attempt the character decides what dice he will use. He may use any dice up to a d20. The dice chosen is rolled twice. The lower of the two rolls is the amount of synergy bonus the attempt will cost him. The higher of the two rolls represents the chance that the deflection will work- he must roll the number or less on a d20. Because this ability is based on the characters synergy bonus, and that it uses the bonus up as he does it, the fighter can only deflect so many blows before the exertions of the battle catch up to him and he runs out of bonus.

But this is not the only thing that a dagger can do. The dagger is a precision weapon. The character is able to attempt an aimed blow. The procedure to do an aimed blow is similar to the attempt to deflect a blow, and like deflect a blow, it uses up the character's synergy bonus in the skill. Again, since the ability to use this special skill is linked to synergy bonus, you can only make use of it every so often.

The Long Bow

The character that takes Long Bow has an attack rank of 24 / 2d12. Yuk! But what do you expect. Even with synergy level of 18+0, you still only know the basics about the weapon. In regards to the Long Bow, you get faster as your synergy bonus goes up. For each four-points you have in synergy bonus, you get to choose the next lowest dice when picking out your attack rank dice. This means that at 18+4 your attack rank is 22 / 1d12+1d10. At 18+5 your attack rank is 20 / 1d12+1d8 or 20 / 2d10. It takes a long time to get to the 2d4 speed that is the fastest available for the bow.

Weapons with Range

Missile weapons are given a range figure. For simplicity alone all calculated ranges work from this single range figure. The range figure given is based on the effectiveness of the weapon in combat. You may actually fire the weapon to double this range figure, but doing so incurs penalties. Also, if you half the weapons range (rounding down) you find the distance to which the shot is considered "point blank". Many missile weapons are more effective at the point blank range.

One thing you should realize regarding a weapons range figure. All range figures within the game are scaled down. An English Long Bow had an effective range of over 200 yards and could fire out to a maximum range of 400 yards. At the tabletop scale of 1:72, this would give the long bow an effective tabletop range of 100 inches plus, and a maximum range of around 200 inches. This illustrates one of the basic problems of converting any missile weapons to tabletop scale since any missile weapon of note could fire across a tabletop and still be at point blank range.

One thing you do not want to happen is to have a character with a weapon attack a character with a bow. The bowman is considered unarmed if engaged in melee combat (hand to hand fighting) with a bow in hand. When you fight an unarmed opponent you get one attack only, but you re-roll the dice if your dice roll indicates a miss. In addition, if you do hit, you roll your damage dice twice and apply the greater of the two amounts as damage done by the blow. I will cover this in more depth later, but realize that a bow has a very good chance of being destroyed if it is in hand while the wielding character suffers a melee attack (it is destroyed in a hand-to-hand fight if the attacking player can roll under or equal to the number of wounds he actually inflicts upon the bow's wielder, on a d20). See also, **Charging a Target that Wields a Bow**, page 18.

Firing at Point Blank Range

This only applies to bows and crossbows. Gunpowder weapons do not use these rules.

A weapons effective range is also used to determine a weapon's Point Blank Range. Point Blank Range is half a weapons effective range. At point blank range the firing character has one

of two options. He cannot choose both at the same time.

> Option 1: Make a to-hit roll twice and apply the most favorable results or,
> Option 2: Take a chance and wait to see what the damage roll is (crossing your fingers that you hit). You can decide to re-roll damage but if you do re-roll damage, you have to go with the second roll.

The choice must be made before the shot is taken.

Example of Long Range

> A character with a synergy level of 16+0 fires a weapon that has an effective range of 25 inches. This means that a character has a 16 out of 20 chance of hitting a target that is between 12 and 25 inches away. The chance drops to half normal (8 out of 20) if the target is over 25 inches away. Targets that are 12 inches or closer are at point blank range to the character.

Example of Point Blank Range

> A long bow is being used to shoot at an Orc. The weapon has a normal range of 20 inches. The Orc is standing nine inches from the character. The character decides that his 16+0 synergy level in the weapon gives him a good chance to hit the Orc, since the Orc does not have a shield and is suffering from a round of surprise (i.e., the character made his react roll; the Orc did not). The character decides to chance the hit and take the possible damage re-roll. The character's to-hit dice roll is eight so he would have hit even if the Orc had been over 20 inches away. The character now rolls damage and comes up with a seven. The character figures he will chance the re-roll and rolls the damage dice again. The character rolls a nine; luckily, a bit better since having taken the option, the character is stuck with the results of the second roll.

Adding Magic To Combat

When you add a magic user to a battle you add a wild card. The spells he may have make him potentially very deadly. For this reason a magic user is always considered an armed opponent, whether or not he has a weapon in his hand. In

actual fact a magic user can attack using a weapon or with a spell, not both in the same combat round.

When using magic, the magic user may cast (or attempt to cast) one spell per combat round. The base attack rank for any spell is 24 / 2d12, and like the Long Bow, the magic user is able to decrease the attack rank in a spell as he or she builds up a synergy bonus in the spell. This is described fully under the separate Write-up on magic.

Spell Casting During Combat

Spells work more like missile weapons than melee weapons. The character rolls his attack rank dice to determine when in the combat round the spell will go off. When face to face with a fighter, the fighter will roll his attack rank dice to determine when his attack takes place.

Number of Attacks Vs A Magic User

A character with a weapon gets one attack against a character casting a spell during a single combat round. A character may cast one spell during a combat round.

The special attack or characteristic granted a spell or weapon may give multiple attacks / spells in a single combat round, but without this, there is only one attack / spell per round.

Note that the magic users poor Attack Rank puts him at a disadvantage in hand-to-hand combat. Keep this in mind.

Missile fire at magic users

One missile weapon may fire once at a character casting a spell in a given combat round. The reverse holds true. A magic user may cast one spell per combat round at a character with a missile weapon.

Spell Casting And Melee Attacks

A magic user that casts spells cannot make melee attacks. The magic User may hold a weapon in one hand but must keep at least one hand free during the melee round if he wants to cast a spell. If the magic user is holding a weapon, he does not get to attack with or defend with the weapon, his concentration is on spell casting, not hand to hand fighting. The magic user is not better than a fighter and can only do one thing at a time.

Casting a touch spell during combat.

Many spells in the game start out with a range of touch. You must be close enough to your opponent to cast these spells (don't try casting them from across the room). When you make the spell roll (1d20 versus the basic skill level in the spell), you are performing the touch component at the time of casting. That means that a successful cast means that you did touch the target.

Take Damage While Casting

You may still take damage and cast a spell. When you do take damage while casting a spell, the magic user must add one point to his cast roll for each point of damage he took. This means that if the magic user takes five points of damage he must add +5 to his cast dice roll.

A high synergy bonus in the spell being cast will partially or completely negate any penalty that comes from the result of taking damage. This means that if the character has 18+12 in a spell, he could take up to 12 points of damage before casting a spell and not have to add anything to his cast dice roll.

When a spell is disrupted or ruined because of the magic user taking damage, look at the roll and determine if the cast would have been successful without the damage. If the answer is yes, then the magic user may roll on his concentration skill to recover from the failed cast attempt. Note, that rolling on the character's concentration skill carries the same penalty that the original dice roll carried (if there was a five point penalty on the cast dice roll then that five point penalty carries over to the Concentration Skill check roll).

This is also explained in the Section 5a, Magic

Magic Users as Armed Opponent

Please keep in mind that magic users are always treated as armed opponents because of the threat their magic poses (you do not know what type of spells they may have) and jumping in like a reckless fool is just as likely to get you killed as it is of getting them killed.

Side and Rear Attacks

Side and rear attacks are deadly. The characters never want to be the brunt of such attacks.

Any character attacking from the side may re-roll his to hit dice (i.e., re-roll misses). If the target has a shield on the side being attacked, then the shields Defensive Adjustment still applies to the attacks against the character. By the same token, if you attack the target's weapon side then you still have to deal with the Defensive Adjustment of the target's weapon.

When attacking from behind you may re-roll a miss and you get to roll your weapon damage dice twice and apply the higher of the two sets of rolls as damage to the target. In addition, you do not have to contend with any Weapon or Shield Defensive Adjustments the target might have.

Attacking an Animal

Both animal and attacker get one attack only. The animal rolls 2d12 and compares the figure to the attacker weapons attack dice roll to determine who goes first.

Charging the Enemy

You receive a charge bonus if you charge the enemy. To receive a charge bonus you must move at a charge speed for more than 1/2 your charge distance. The charge bonus allows you to half your weapons attack rank for the first round of combat.

Using Shields Against Missile Fire

A shield is unique in that it is the only item made that can affect a missile attack. In regards to missile fire, the shields Defensive adjustment is one better than it is when used against weapons. Thus a large shield has a 3-for-1 point defensive bonus against melee attacks and a 2-for-1 defensive adjustment when used to block missile fire. Note that the missile fire must come from the targets front or shield side before the Defensive Adjustment comes into play.

The Kite Shield

There is one shield that should be mentioned specifically. The Kite shield is normally used in large formation fighting. As such, it is a much more effective defensive weapon. If used in a large formation, then it carries a 1 to 1 defensive adjustment against missile fire and a 2 to 1 defensive adjustment against melee attacks. Due to its large size it is not the best type of shield to be used in a one on one fight.

Rate of Death Roll

Once a target reaches zero (or fewer) wounds you have to make a roll on the rate of death chart. The roll is made with 6d6, counting the number of dice that roll four or more. The rate of death may be very slow, or very fast depending on the circumstances.

When making a rate of death roll, the LW makes the roll. He does not have to state the results of the roll until another character has a chance to look at the body. This means that the body must be dragged back from the front line. When this is done, the character giving the aid attempt may use first aid to stop the fallen comrade from sinking further into death, or may be able to use healing magic of some type to bring him around. The rate of death chart is given below.

# of times 4+ rolled.	Result
0	Target takes 1 wound per combat round.
1	Target takes 1 wound per 1d4 combat rounds
2	Target takes 1 wound per 3d4 combat rounds
3	Target will not take further wounds during the battle. Will live for 2d12 hours before dying.
4	Target will not take further wounds during the battle. Will live for 1d3 days before dying.
5+	Target will live for 3d12 hours and will be able to help himself if not killed outright after the battle (50% chance).

When are you Dead

Take the characters wounds and divide by two. Multiply by –1 (i.e., treat it as a negative amount). When the characters wound level sinks lower than this, he is dead. Thus a new character that starts with 22 wounds dies at –12 wounds (one less than –11). Once you have determined the death point for a character it does not change, even though it is possible to increase the characters wounds.

As a Legend Weaver, you should find that low level character death is fairly rare. This is the intension of the Rate Of Death table. It is to give the low level character every chance to survive a battle (it is such a pain to have to roll up that new character). Once characters reach high level, their chance of death will probably increase since the damage done by high-level monsters is more likely to outright kill them. High-level characters have the ability to deal with this (i.e., raise dead).

Characters specializes in	Affinity cost to roll for level increase
Magic Focus	20
Fighting Focus	5
Adventure / Life Skill Focus	15
No Focus	10

Once Your Current Opponent is Killed

All the opponents that are toe to toe are considered part of your *Melee Group*. Once all your opponents in your current melee group die, you must spend one round looking around to determine what is happening in the fight.

A character that makes his Awareness skill check does not loose this round of combat when his melee group is finished off, but other than this, there is always the one combat round pause as you look around and decide who your next target is going to be.

You do not suffer any penalty when changing targets in your melee group. Thus if you are being attacked by three creatures, you finish one and start on the next on the following round.

A failed awareness roll means you loose the round looking around for a new target.

Learning Weapon Skills

Characters are going to want to learn new weapon skills, once they have been adventuring awhile. Learning new skills will take one of two forms; getting better at the weapons they know and two, Learning about weapons they do not yet know about.

Increasing Weapon Skills

Characters use their affinity points to increase their weapon skills. In order to increase the skill in a weapon, the character must use his affinity points and then roll to see if his skill goes up. The higher the skill, the harder it is to increase the skill. The table below gives the base affinity point cost.

To actually increase the character's skill in a weapon, the character must roll higher than his or her current base synergy level in a skill. This means, that at the lower skill levels, it is easy to increase your synergy level. Once it gets up there, it gets harder and harder.

Once the character's base synergy level gets to 18 then any additional increases go into his synergy bonus. The base skill level can never go over 18, by any means. Additional training always increases the synergy bonus.

To give an example:

Aaron wants to increase his long sword skill from 12+0 to 13+0. Five affinity points give him a chance to increase the skill. He rolls 1d20 and compares the result with his base level in the skill. In this case, his base skill level will increase to 13 if he can roll 13 or more on the dice. If the player wanted a skill to go from 7+0 to 8+0 he would have to roll 8 or more on the dice and finally, if he wanted the skill to go from 18+2 to 18+3 he would have to roll a 19 or 20 on the dice.

Dice Rating

Dice rating describes how difficult a weapon or weapon skill is to learn. The more complex a weapon is, the longer it will take to master. In the Legend Weaver Game System there are five basic levels of complexity expressed as Dice Ratings. Dice ratings are as follows:

> Hard 3
> Hard 2
> Regular 1
> Easy 2
> Easy 3

We will start with the Regular 1, since that is the most common dice rating you will find.

As has been mentioned, you have basic and advanced training in a skill. This means that a skill that could be 12+0 or 18+14. With 12+0 you have a good understanding of the basics of

the skill but no real advanced knowledge in the skill. In the case of the 18+14 you have mastered the basics in the skill and have a good understanding of some of the advanced aspects associated with the skill.

Under normal circumstances, you gain a level in a skill by rolling higher than your current base level in a skill on a d20. This means your 12+0 skill would go to 13+0 if you can roll 13 or more on a d20.

Once your base skill level is 18, then all further increases in the skill go into your advanced knowledge. This means that if your skill were 18+14, you would have to roll a 19 or 20 for your skill to increase and that if you made the roll, your skill would go to 18+15.

With a dice rating of Regular 1, it means that you roll one dice when you make this check. If you make the roll your level in the skill increases.

When a skill has a hard 2 rating, you have to roll two dice and both dice must be equal to or more than your base level in the skill. If the dice rating is Hard 3 then you must roll 3 dice.

When it comes to the Easy Ratings, you have Easy 2 and Easy 3. This means that if you fail to increase your level in a skill and the skill has an easy 2 rating, then you get to re-roll the dice. On an Easy 3 rating, you get to try a third time.

It does not take a genius to realize that you want to try and give important skills an Easy 2 or an Easy 3 rating. The different races modify these skills in different ways. The strengths and weaknesses you pick can also affect a skills dice rating. Picking the right combinations should allow you to develop any character you can imagine!

Learning New Weapons

Characters use their affinity points to learn new weapon skills. The cost of this depends on the characters focus. The table below shows the cost to the character as based on the character's focus.

Characters specializes in	Affinity Cost per Weapon
Magic Focus	400
Fighting Focus	100
Adventure / Life Skill Focus	200
No Focus	300

A character that picks up a weapon he has never used has a synergy dice roll of 1. This means that he must roll a 1 on a d20 to perform a successful attack using the weapon.

A character that receives basic training in an average weapon has his synergy dice roll increased to 5. See Complexity Below (after the weapons table) to learn more on the starting synergy level of weapons.

Maximum Weapon Skills

The maximum number of weapons a character can learn is based on the character's focus as shown on the table below.

Characters Focus	Max Weapon Skills
Magic Focus	3
Fighting Focus	11
Adventure / Life Skill Focus	5
No Focus	7

Restricted Weapon Use

Like armor, character focus will restrict what weapons the character can use as follows. It should be noted that character race also restricts or encourages the use of certain weapons.

Magic Focus

Cannot use any metal weapon, bow, crossbow or gunpowder weapon.

Fighting Focus

No restrictions: can use any weapon they want.

Skill focus

Can only use a two handed weapon if it is a missile weapon.

No Focus

A character that has No Focus can use any weapon. However, the character must have one hand free if he wants to cast spells and he cannot cast spells during combat if he is wielding a metal two-handed weapon (this includes two

handed hammers and mauls). If the character does have a metal weapon in hand when casting a spell, he must take the average damage done by the weapon (the weapons TKA) and add it to his *To Cast* dice roll. Having a high synergy level in the spell does not negate this penalty.

Advanced Actions and Concepts

The following situations will come up during play but are not considered normal combat situations. That simply means you are not likely to need them any too quickly. Read them over and realize that they are here when you do need them.

Actions During Combat

In each combat round a character cast spells, makes a minimum of one attack or fires one or more shots from a missile weapon or performs a maximum of one non-combat action. Non-combat actions include the following. The Combat *Adventure Skill* makes these actions much easier to perform

- **Changing or Pulling a New Weapon**. Add +4 to your current attack rank and to your to-hit roll (one round only). Add +1d4 to your attack rank dice.

- **Drinking Potions**. This means you have a potion in a handy place and must have a hand free. Add +4 to your current attack rank and to your to-hit roll (one round only). Add +1d4 to your attack rank dice.

- **Picking Up a Weapon from the Floor**. Add +8 to your current attack rank and to your to-hit roll (one round only). Add +1d8 to your attack rank dice.

- **Retrieving Objects**. This must be a small object that can be held in a FREE hand. Add +4 to your current attack rank and to your to-hit roll (one round only). Add +1d4 to your attack rank dice.

Please note that if an attack rank dice roll is 25 or more, then the character *does not* get an attack that combat round.

Actions Versus Attacks

If you attack a character or creature that is not performing a combat related action during the round, then it rolls its character speed dice to determine its speed (24 / 2d12).

This type of situation will normally come into question from missile or magic attacks, but may take place when a character is trying to perform a skill based action (i.e., pick the lock on a door) while a fight rages around him. Whatever the reason, the target of the attack rolls 2d12 to determine his attack rank. This gives the attacking player a basis to use when working out his attacks and when the action being performed will be finished in regards to those attacks.

If you do attack a character that is performing a non-combat related action, then you get to re-roll a missed attack and if you do hit, you roll your damage dice for the attack twice, assigning the greater of the two rolls as a wound total against the target.

Attacking Animals and Mounts

Animals do not have a set attack rank, as does a weapon. When attacking an animal you receive one attack per combat round. Most animals can attack once per combat round. This is due to the unpredictable nature of attacking an animal. When characters receive training they are trained using weapons against other weapons. To determine an animals attack rank roll 2d12. This figure is rolled each round and is used only as a way of determining if the animal or the character attacks first. By the same token, if you cast a spell at an animal, you only ever get 1 casting per combat round. See also Mounted Opponents.

If there area exceptions to this, they will be listed in the individual stat sheets that describe the monster.

Attack From Behind While Running

If a character is running away (or a creature for that matter) and is hit from behind, then the character or creature must make a Balance Skill check or be knocked down. If the creature has four or more legs, the balance skill check is made at –7 on the dice. See the Getting Up entry below for more information.

Casting spells before combat

The group may cast spells before combat. However if they do this, the Legend Weaver must roll the duration with the group being told the duration only after the fight has started. If a spell cast before combat wears off the individual will know that it has worn off.

Charging a Target that Wields a Bow

If a character with a bow is charged he will normally drop the bow and pull a melee weapon before the attacker is able to reach him. If he continues to fire at the attacker (to the last possible instant) then he must roll his combat rank as normal and compare this figure to the attacker's weapon attack rank to see who goes first. If the character with the bow goes first then he gets the shot off as normal. The downside to this is that the bowman is considered an unarmed opponent for the purposes of the attackers charge.

When you fight an unarmed opponent you get one attack only, but you re-roll the dice if your first swing indicates a miss. In addition, if you do hit, you roll the to wound dice twice and take the higher of the two sets of rolls as the damage done by the blow. In addition the bow itself may be destroyed in a hand-to-hand fight if the attacking player can roll under to or equal to the number of wounds he actually inflicts upon the bow's wielder on a d20.

Changing or Pulling a Weapon

See Actions During Combat, page 17.

Combat Instance

See How Long is a Combat round below.

Combat Round

See How Long is a Combat Round below.

Defensive Fighting

When a character goes into a defensive fighting mode he puts all of his energy into not being hit. This means that he cannot attack while doing this. The benefit of this is that his weapon and shield defensive Adjustments are increased by 50% of their normal total (total the adjustments and multiply by 1.5, rounding down).

While in this mode, any attack from the side is considered to have come from his front and any back attack is considered to have come from his side, although the character that attacks from the back still ignores the target's defensive adjustments, the attacker does not get to re-roll a missed attack and only gets a single roll on the damage dice.

Depleting your Synergy Bonus

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot / spell or action fails (play-testing will tell me if this is enough of a penalty).

Drawing A Weapon

A character that draws a weapon during the round must roll a 1d4 and add the result to his Attack Rank dice and must add 4 points to his current attack rank. The adjustment goes onto the character's next round of attacks if the character has completed his attacks for the current round.

Drinking Potions (in combat)

See Actions During Combat, page 17.

Melee Group

A character is normally concentrating his or her efforts on those close to him. If there is no one close by, the character will look around and determine just who is a threat to what and what should be done about it. In both cases, the number of factors a character can keep track of during a fight is limited. Potential targets are either close by (i.e., in base to base contact with the character) or close to each other (i.e., the group off beating on the magic user). The people in these groups are considered the character's Melee Group. It is the opponent or set of opponents that the character is currently dealing with.

The character can continue to fight on a round to round basis so long as he or she has at least one opponent in base-to-base contact. The character's attention is set and is not able to "see beyond" his or her current melee group. This means that the character must actually make a skill check if he or she wants to know what is going on around him or her. It also means that a character will miss one round of combat each time his or her melee group is finished off. The character must look over the battle and get an update on what is going on.

If the character has the *Awareness* Adventure skill, then the character can make a skill check to see if he or she looses this combat round catching up on current events. Making the roll means the

character has kept track of the action and can immediately take further action (i.e., the character starts running to aid the magic user on the round following the death of his or her current opponent).

It really is not as bad as it sounds and most of the time you will find it very straightforward (all the character's current melee opponents are dead and it would make sense that he or she would have to look around for a new target).

Fast Target

A target will often be classed as a fast target. Fast Targets are generally flyers although it is possible for a ground unit to move fast enough to gain such a classification (i.e., the Calt as he or she does a Burst of Speed). Under normal conditions, it is very hard to hit a Fast Target using a missile weapon since you have to add +12 to the to-hit dice roll. Once the fast target is engaged in hand-to-hand combat you do not have to worry about his penalty.

When you are trying to hit a Fast Target with a missile weapon, the +12 penalty is not negated in the normal way by a high synergy bonus in missile weapon used to hit it. However, a high synergy bonus in some missile weapons will give you a special attack that will allow you to hit a Fast Target without having to add in the penalty. If the Fast Target has a shield, you will have to add in the shield's Defensive Adjustment when you roll to see if you hit the fast target, even if using a special attack. Weapons that make sure of this special attack include: Bow, Horse Bow, Long Bow, All crossbows and Flintlock. Refer to these weapons for an explanation on hitting Fast Targets.

First Strike

Certain weapons receive "First Strike". A lance and the group formation pole arms are examples of such weapons. First strike means that a complete round of combat goes to the attacker with no return attacks being possible. If two opponents both have first strike and have the same weapon then first strike is canceled out. Note that Pole arms get first strike over cavalry lancers.

First strike is normally only used in mass combat (i.e., when two armies fight), not in the melee combat described here.

Getting Synergy Back

Characters may use up their Synergy Bonus during any given battle as they make special attacks and perform special actions. One half of what is used from any given weapon skill comes back at the end of the current combat, the rest returns with rest at a Safe Haven at a rate double the character's natural healing rate. This means that if the character gains 3 wounds back a day from natural healing, he or she would gain 6 points of synergy bonus back (6 points to each skill) in the same day.

As an optional rule, all synergy can return at the same rate as a character's wound. This includes if the party has someone who has the herbalist skill and uses that skill to increase the healing rate.

Getting Up

It will sometimes happen that a character is knocked down. When this happens the character will spend 1d2 full combat rounds on the ground before getting up. The character may get to attack on the round he or she gets up. The character must double his attack rank and attack rank dice roll. If the doubled amount on the attack rank dice rolls is 25 or more, the character does not get an attack on the round he or she gets up.

The character on the ground can defend with a one handed weapon or a shield (but not both) as he or she tries to get up. This means that someone attacking someone on the ground has to content with either the target's Shield Defensive Adjustment or the target's Weapon Defensive Adjustment. The target of the attack gets to decide which adjustment you have to deal with.

As an attacker, you get one attack per round against someone on the ground. However, you do have the following option when you attack someone on the ground. You can either roll the to-hit dice twice or the damage dice twice (in each case taking the roll that is most beneficial to you). Note that you cannot do both in a single combat round and you must decide which you will do before the to-hit roll is made.

While on the ground, the character gets no attacks. The Combat and Balance skills may be used to get up after being knocked on the ground.

Grabbing a Shield

A character that has to grab a shield during a combat round must roll 1d6 and add the result to his Attack Rank dice and must add 6 points to his current attack rank. The adjustment goes onto the character's next round of attacks if the character has completed his attacks for the current round.

Hit From Behind

It has been mentioned already that the fourth person on a target gets the back position on the target. This has to be clarified somewhat. First (and most obvious) there has to be a back to the target. Second (not so obvious) the target has to be small/big enough to allow this… but not too big or small!

This means that if the creature is too small you will not get four people fighting it at one time. By the same token, it will take more than four characters to surround a very large creature.

No creature (even animals) will not willingly or knowingly allow someone to attack it from behind. It is up to the Legend Weaver to determine if a back attack takes place, based on the size of the creature.

How long is a Combat Round

A combat round is broken into 24 parts. Each part is called a Combat Instant. Combat instances are used to determine exactly when things take place in a Combat Round.

Basically, a combat round is long enough to perform one action or one sequence of actions. For example, it would be long enough to pick the lock on a door or open a door, (but not both). It would be enough time to complete an attack sequence (which may consist or one or more actual attacks). The final say what can be done in a Combat Round is left in the hands of the Legend Weaver. If the Legend Weaver feels that an action will take one combat round then that is how long it will take. If he feels that it will take more than one combat round then it will take more than one.

See also Attacked From Behind While Running above.

Knocked Down

See the *Getting Up* entry above.

Martial Arts (not done)

Someone who knows martial arts has mastered another attack form. This attack form has the potential to do great damage with the body's natural weaponry. However, it is not without its drawbacks. For example, a character that uses Martial Arts cannot take a shield as a weapon of proficiency.

Characters that use martial arts must pick it as a character's strength. Players fight with their feet, hands and body. By body, I mean that the character will use his body to help keep the target off balance and at a disadvantage. The Martial Arts character has the best defensive bonus 2 for 1. That means that a character with 18+0 will have a defensive adjustment of 9! The character can use a single-handed weapon when making use of martial arts (or even two weapons) and this is when his true strength appears. It can get very hard to hit a character that is a master of the martial arts!

The character's defensive adjustment applies to all sides. Lastly, there will be several fighting styles. For example, attack and defense (including disarm) styles. It will be very hard for a character to become a master at multiple styles but it will be possible (martial arts itself will start with a rating of Hard 2). A full martial arts section will be an add-on to the game system, produced later once I have finished the rest of it.

Mounted Opponents

If mounted, the rider may only make melee attacks if the relative size of the mount is between five and 8 times his or her own RS rating. Attacking that guy on the ground is not really possible when you are sitting on that dragon.

A mount gets its own attack only if the character has the appropriate skills (Riding Craft, Balance and Animal Husbandry).

Natural Attacks

A character's natural attacks are normally considered his fist, foot and bite. Regardless of the particulars, the player is given a single attack per combat round. The attack characteristics are as follows:

Damage: As the character's TKA

Attack Rank: 24/2d12
Dice Rating: Easy 2

All characters have natural attacks leaned to their most basic level 5+0. A character can develop this form of combat whenever he or she wishes.

On the Ground

See getting up on page 19.

Personal Combat Speed

A character's personal combat speed is 2d12. Personal combat speed is the speed with which the character performs actions. You use the character's personal combat speed whenever the character is doing something or making use of an item that does not have its own specified combat speed.

Pickup up a Weapon (during combat)

See Actions During Combat, page 17.

Point Target

When the character is attempting to make a point shot he or she is attempting to use a missile weapon to hit a target that is very small and hard to hit. Whenever a character tries to hit such a target, he or she must add +12 to the to-hit dice roll. This penalty is not negated in the normal way for a high synergy level in the character's missile weapon skill. If the weapon allows for a point shot at all, then the shot is made using the weapons Synergy Bonus to negate the penalty. Weapons that can perform a point shot are Short Bow, Long Bow, Horse Bow, All Crossbows and the Flintlock. Refer to these weapons on how to make a point shot.

Required Space for Melee Attacks

Two individuals may attack side by side in a 10-foot wide corridor using single-handed weapons. A character that uses a two-handed weapon attacks alone in a ten-foot wide corridor.

Group (formation) weapons cannot be wielded in a corridor or by groups of less then 8 individuals standing side by side. If such weapons are used by individuals or in corridors then the wielders basic level in the weapon is halved.

Retrieving Objects (during combat)

See Actions During Combat, page 17.

Stunned Opponent

A character that has been stunned must re-roll a successful hit. If the second roll indicates a hit then he has hit the target. In addition, the character must re-roll his damage dice, and apply the results of the worst set of rolls.

Surprise

You check for a surprise situation by the use of the React character stat. A character that makes his React roll is not surprised and may immediately begin to perform combat actions (i.e., charge, cast a spell, fire a readied bow). The same holds true of a monster.

A character that is surprised must make a react stat check on a turn-by-turn basis. On the first successful roll, the character may take action. A surprised character that is under direct attack (i.e., standing toe to toe with someone that is swinging a weapon at him) looses a single combat round to the surprise. On the following round, the character can attack and perform actions as normal.

If the characters say they are being cautious in a given situation and are expecting something to happen, then they may take their react roll at –4 on react the dice.

Optional Rule

Characters hate standing around when fellow adventurers are dropping like flies. To represent this, characters have a modifier to their react dice roll starting on their second react roll. On roll 2 the modifier is –1 to the dice, on roll 3, the modifier is –2, on roll 4 the modifier is –4 (then –8, then automatic).

Unarmed Opponents

I just got to say, if your opponent don't got no arms, he's in big trouble.

Sorry, just had to say it (and ya, I'll probably take this out with my next edit).

You get one attack against an opponent that does not have a weapon and who is obviously not fighting you (i.e., not making punch attacks).

You only get one attack per combat round because the individual is putting his or her effort into not fighting you.

Using two Weapons

A character may take a two weapon Character Strength. This gives him the ability to wield two weapons at once. The weapons the character may learn are as follows (the character can pick only one set).

> Claw, Battle + Claw, Battle (Calt only)
> Dagger + Dagger
> Sword, Long + Short
> Sword, Long + Dagger
> Sword, Short + Short
> Sword, Short + Dagger

When the character attacks with these weapons, he makes a separate attack roll for each weapons. This means that each weapon is treated separately for when it will attack and for how much damage it will do. The character receives the full benefit of both weapons Defensive Adjustment. As time goes on I may give specialized attacks on each weapon combination but for now, only the Claw, Battle + Claw, Battle has any duel wield special attack advantage.

Weapon Groups

To take advantage of Weapon Groups, you must have a fighter focus and must have taken it as a Strength for the character when you created the character.

Many weapons are very similar in nature. This means that knowing one weapon gives you a basic understanding in another. For example, a group of weapons may be:

> Scimitar
> Cutlass

Knowing either one of these weapons means you have a basic understanding of the second.

When you know one weapon from the group, you can use other weapons from a group, albeit at a penalty. Your base synergy level in the group suffers a 4-point penalty and you cannot make use of the special attacks a weapon may have, unless the weapon you trained in has the same special attack.

Weapon Grouping is as follows

One handed straight Swords
One handed curved Swords
Two Handed Swords
Daggers
Battle Claw
Axes, One Handed
Axes, Two Handed
Bows
Guns, Long Barrel
Guns, Hand
Crossbows
Pole Arms and Pikes

Combat (in brief)

Sequence of Play

All creatures and characters able to move do so. Characters are given the advantage and can move first or last, as they desire. Once all movement is done, you proceed to melee and missile fire.

Once two opponents have met and are fighting you go through each opponent in turn and determine who is attacking it. All attacks against a single opponent are worked out at the same time. Each character attacking the creature rolls or states his combat rank and rolls for multiple attacks against his target. Once the number of attacks is known, roll the combat rank dice to see when each attack hits. Attacks go in the order rolled, lowest to highest.

Once the order of attacks has been determined make a synergy dice roll to determine if you hit. Remember to add in the defenders Defensive Adjustment. All attacks are resolved in the order determined by the Attack Rank Dice roll (lowest to highest).

Once hit, roll for damage. Damage rolls are made as follows:

> Total
> Attacker's TKA
> Plus WTKA
>
> Subtract
> Defenders WR
> Plus APV

Once the target drops roll 6d6 to determine how fast the target creature is dying. Count the number of times you roll 4 or more and refer to the table below.

4+ rolled.	Result
0	Target takes 1 wound per combat round.
1	Target takes 1 wound per 1d2 combat rounds
2	Target takes 1 wound per 2d4 combat rounds
3	Target takes 1 wound per 3d6 combat rounds
4	Target will not take further wounds during the battle. Will live for 1d6 hours before dying.
5	Target will not take further wounds during the battle. Will live for 1d3 days before dying.
6	Target will live for 3d12 hours and will be able to help himself if not killed outright after the battle (50% chance).

Facing
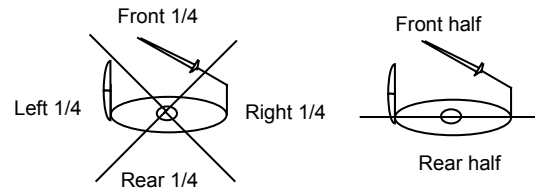
Front 1/4

- Normal weapon and attack characteristics apply.

Left 1/4

- Only the defender's Shield Defensive Adjustment is applied to the attackers blows.

- Attackers from this quarter re-roll any missed blows.

Right 1/4

- Only the defenders Weapon Defensive Adjustment is applied to the attackers blows.

- Attackers from this quarter re-roll any missed blows.

Rear 1/4

- Ignore the defender's Weapon Defensive Adjustment as well as the defender's Shield Defensive Adjustment.

- Attacker may re-roll a missed attack. Attacker rolls damage twice and applies the greater of the two rolls to the target.

Front half

- Normal sighting rules apply.

Rear half

- Cannot see or prepare for attacks or threats that originate from the rear. Sixth Sense may lessen the severity of this somewhat.

Weapon Tables

Melee Weapons

Weapon Name	Attack Rank	Def. Adj.	Weapon To Kill Adj.	Dice		Weapon Name	Attack Rank	Def. Adj.	Weapon To Kill Adj.	Dice
Ax, One Handed	16 /2d8	N/A	1d10	R1		Punch, With Gauntlet	22 /1d10+1d12	7	1d8	R1
Ax, Two Handed	12 /2d6	N/A	2d8	R1		Punch, Gauntlet + Gaunt.	As Each Single Weapon			R1
Bill (group formation)	8 /2d4	4	2d8	H2		Shield, Buckler (or silver)	N/A	5	N/A	R1
Claw, Battle	16 /2d8	4	1d8	R1		Shield, Kite**	N/A	4	N/A	R1
Claw, Battle + Claw, Battle*	As Single Weapon			H2		Shield, Large**	N/A	3	N/A	R1
Club	16 /2d8	5	1d6	E2		Shield, Normal**	N/A	4	N/A	R1
Dagger	20 /2d10	4	1d8	R1		Shield, Spiked**	N/A	5	N/A	H2
Dagger + Dagger ***	As Each Single Weapon			H2		Shield, Small**	N/A	5	N/A	R1
Glaive (group formation)	10 /1d6+1d4	4	2d8	H2		Shield, Wood**	N/A	5	N/A	R1
Halberd (single)	8 /2d4	7	1d6+1d8	R1		Sword, Bastard	12 /2d6	6	1d6+1d8	R1
Halberd (group formation)	8 /2d4	4	2d8	H2		Sword, Cutlass	14 /1d8+1d6	6	1d12	R1
Hand to Hand	2d12	N/A	1d6	R1		Sword, Katana	14 /1d8+1d6	6	1d12	R1
Lance	Spec	N/A	Spec.	R1		Sword, Long	14 /1d8+1d6	6	1d12	R1
Mace, one handed	14 /1d8+1d6	5	1d10	R1		Sword, Long + Short***	As Each Single Weapon			H2
Mace, two handed	12 /2d6	7	1d12	R1		Sword, Long + Dagger***	As Each Single Weapon			H2
Mall	14 /1d8+1d6	6	1d12	R1		Sword, Saber	14 /1d8+1d6	6	1d12	R1
Mall, Great	12 /2d6	7	2d12	R1		Sword, Scimitar	14 /1d8+1d6	6	1d12	R1
Morning Star	12 /2d6	7	1d10	R1		Sword, Short	16 /2d8	5	1d10	R1
Natural Attacks	24 / 2d12	0	TKA	R1		Sword, Short + Dagger***	As Each Single Weapon			H2
Net**	N/A	4	N/A	R1		Sword, Short + Short ***	As Each Single Weapon			H2
Pike (group formation)	8 /2d4	4	2d8	H2		Sword, Two Handed	12 /2d6	7	2d8	R1
Pole Ax (group formation)	12 /2d6	4	2d8	H2		Spear (hand held)	12 /2d6	N/A	1d10	R1
Proto Swords	14 / 1d8+1d6	N/A	1d10	R1		Spear (group formation)	8 /2d4	7	1d6+1d8	H2
Punch	2d12	N/A	1d6	E2		Staff	12 /2d6	5	1d8	R1
						War Hammer	16/2d8	6	1d12	R1

Missile Weapons

Weapon Name	Lethality Index	Real Reload	Real Range	Effective Range	Rate Of Fire	Reload Speed	Weapon To Kill Adjustment	Dice Rating
Arquebus ^	10	2 shots / 3 min.	150 yards	10	1 per 5	4 Rounds	2d10	H2
Ax, 1h, Thrown				4		N/A	1d8	H2
Bolo				2		N/A	Special	R1
Bow (Long) ^^^	36	6/minute	280 yards	20		N/A	1d6+1d8	H3
Bow (Horse) ^^^				15		N/A	1d12	H3
Bow (Normal)^^^				15		N/A	1d12	H2
Bow (short) ^^^	21	6 / minute	140 yards	10		N/A	1d10	H2
Cross Bow (mechanical)		1/minute	380 yards	30	1 per 4	3 Rounds	1d6+1d8	R1
Cross Bow (Normal)	33	4/minute	140 yards	10	1 per 2	1 Round	1d12	E2
Dagger (thrown)	-			3		N/A	1d8	R1
Flintlock ^	43	1 shots / 1.5 min	250 yards	20	1 per 4	3 Rounds	1d8+1d10	R1
Hand Gun^				5	1 per 2		1d6+1d8	R1
Musket (matchlock) ^	19	2 shots / 3.5 min	300 yards	25	1 per 6	5 Rounds	2d12+2	H2
Musket: refined version ^^	30	1 shot / min.	300 yards	30	1 per 3	2 Rounds	2d12+8	R1
Spear (Javelin)				3	1	N/A	1d10	R1

* The Calt is the only race that can take the Battle Claw + Battle Claw Weapon Combination. To take this weapon combination the Calt must choose it as a character strength.

** A Nagis uses a net and not a shield. No race but the Nagis may take a net as a weapon of proficiency. For the Nagis, the Net acts as a shield so it may be used with other one handed weapons.

*** A character must take the Duel Weapon Skill Strength before being able to take one of these weapon skills.

^ A character must take The Gunpowder Weapon Skill Strength before being able to take one of these weapons skills.

^^ Only a dwarf (who chooses this as a character strength) may take this weapon skill.

^^^ A character must take the Bow Weapon Skill Strength before being able to take one of these weapons skills. Note that if you cannot wear metal armor and wield a long or horse bow.

Description of Table Items

Following is a description of the column headings found on the table. The listings are alphabetized so they are easier to look up.

Attack Rank

(See also page 5)

This lists when the weapon gets a chance to strike its blow in the great scheme of things. The lower the figure the sooner it strikes. When comparing two weapons with an attack rank, the weapon with the lower attack rank has a chance of getting a second blow in equal to the difference in the two weapons attack ranks. The Attack Rank Dice are rolled to determine the exact Combat Instance in which a blow lands.

Missile weapons are not given an attack rank in the normal sense. They are designed to kill at a distance making them useless for close in fighting (unless you're quit insane). For this reason missile weapons always start out with an attack rank of 24 / 2d12. The dice used by these weapons will change with training, but until the character has some advanced training in the weapon, they receive one attack per combat round.

Dice Rating

(See also page 14)

The Dice figure or Dice Rating of a weapon describes how difficult a weapon or weapon skill is to learn. The more complex a weapon is, the longer it will take to master. In the Legend Weaver Game System there are five basic levels of complexity expressed as Dice Ratings. The abbreviations found on the table have the following meanings:

> H3 means Hard 3
> H2 means Hard 2
> R1 means Regular 1
> E2 means Easy 2
> E3 means Easy 3

With a dice rating of Regular 1, it means that you roll one dice when you make the check to increase your level in the skill. If you make the roll your level in the skill increases.

When a skill has a hard 2 rating, you have to roll two dice and both dice must be equal to or more than your base level in the skill. If the dice rating is Hard 3 then you must roll 3 dice.

When it comes to the Easy Ratings, you have Easy 2 and Easy 3. This means that if you fail to increase your level in a skill and the skill has an easy 2 rating, then you get to re-roll the dice. On an Easy 3 rating, you get to try a third time.

Defense Adjustment: DA

(See also page 6)

The weapons defense adjustment is used to determine the attack penalty applied to anyone attacking the character. Take the character's Basic Skill in the weapon and divide by the Defense Adjustment, rounding down. The resulting figure is added to the attack rolls made against the character's front or weapon side. Some weapons are better than others for defense adjustments. If a weapon does not have a Defense Adjustment then there is no modifier to the opponents to-hit rolls.

Effective Range: EF

(See also page 11, Weapons with range)

This is a missile weapons effective range. The weapons maximum range is double this figure. When you shoot a weapon past its effective range you half the character's basic level in the weapon.

Lethality Index

Weapons have real world rating systems to let military people know how lethal a weapon or weapon system is when compared to other weapons or weapon systems. This is known as the Lethality index. If I found an entry for a weapon then I listed it on the table. It is another one of those interesting pieces of background information.

Real Range

(See also Effective Range Above)

For comparison I have listed the real world ranges of some of the weapons. This is to give you an idea of how far the weapons could really fire.

Rate of Fire

Weapons that fire less than one shot per combat round are given a rate of fire. The rate of fire equals the number of rounds you need to reload the weapon. See Reload speed for more information.

Reload Speed and Real Reload

Some missile weapons are very slow to reload. The Reload Speed takes this into account. These weapons are un-usable when they are being reloaded (i.e., the crossbows crank is being wound, the gunpowder is being poured down the Flintlocks Barrel).

Any weapon that has been given a reload speed can only ever get one shot in a given combat round.

I have listed the Real fire rate of some of the weapons under the Real Reload column. This gives you some idea of how fast (or slow) some of the weapons were to fire.

Weapon Name

The first column lists the weapons name.

Weapon To Kill Adjustment: WTKA
(See also page 7)

Once a hit has been made the character will generally roll two dice. The first is the Character's To Kill Adjustment (TKA). The second is the Weapons To Kill Adjustment (WTKA). These two figures represent the number of wounds a blow may inflict upon an opponent. The opponent will normally receive rolls that will negate some or all of the wounds inflicted by an attack or hit. These "resistance" rolls are based on a character's Wound Resistance (WR) and upon the character's Armor Protective Value (APV).

Optional Rule for the Combat Round

Once you are familiar with the normal combat sequence you can try this optional rule for combat.

The normal combat round is broken into 24 combat segments or instances. Since all weapons and spells are given an attack based on a set of dice, you can have character's roll for attack rank, and continue rolling so long as they are attacking before combat instant 25 (i.e., before the end of the round).

To give an Example

Bob has a long sword with an attack rank of 14/1d8+1d6. Janet has a two handed sword with an attack rank of 12/2d6. If you use this rule, you would ignore the set attack rank and only use the dice rolled for each weapon (1d8+1d6 for Bob and 2d6 for Janet).

The round:

Bob rolls a 3 and a 5 on his attack rank dice. He attacks on combat instant 8. Janet rolls a 2 and a 5 and attacks on combat instant 7.

You count off the combat instances until Janet has had her attack. She makes her attack and rolls her attack dice again. This time she rolls a 3 and a 6. She adds these to 7 (the current combat instant) and knows that her weapon will give her another attack on combat instant 16.

The round ticks over to combat instance 8 now and Bob attacks. After his attack Bob now rolls his attack dice, and comes up with a 1 and a 5. Bob adds these two figures to the current combat instance and knows he will attack again on combat instance 14.

The combat continues, counting up to combat instance 24. At combat instance 14 Bob gets his second attack. After his attack roll he rolls his Attack Rank dice again and comes up with a 7 and 5 on the dice. 14 + 7 + 5 is 26. Bob does not get a further attack this combat round.

The round continues and clicks over to combat instance 16. Janet gets her second attack roll. Once she is finished her attack, she rolls her attack dice and comes up with a 3 and a 2. She has another attack on combat instance 21.

You can see how it goes. So long as the character is attacking before combat instant 25, they get another attack. After that point they have to wait for the next round, at which point it starts over. This should give you no problem, especially if you have played a certain space game that will remain nameless ☺. If you feel like giving it a try let me know what you think.

Weapon Descriptions

Following are write-ups on various weapons found in the game. Not all of them are in their final form, but this should give you enough information to start a character.

Arrows, General

The arrow does not have a specific skill. You have one bow skill and can use many different types of arrows with it. The arrows themselves will often modify the characteristics of the bow. For example, the bodkin is a short-range arrow that modifies the bows effective range down to 75% of its normal value. The Barbed arrow gives an even more sever penalty to range (50% of normal). The individual adjustments given to the arrows are found in the write-ups on the arrows.

Arrow, Barbed

The barbed arrow is a very heavy arrow with a hooked end. It is a vicious weapon, meant to stay in the target and damage it from round to round. When you use the barbed arrow, you decrease the range of the shot by 50%. The arrow stays in the target and can continue to damage the target if the target takes wounds from the initial hit. If wounded by the arrow, then the arrow does 1d6 damage per round until the target stops fighting. Removing the arrow also does 2d6 wounds worth of damage. If the character removing the arrow can make a First Aid skill check, no damage is taken when the barbed arrow is removed. The targets armor cannot negate this secondary damage, but the target does roll his Wound Resistance against the damage.

Barbed arrows are very slow to fire. When you work out the firing speed of the barbed arrow, it takes eight points of synergy bonus to decrease the attack rank dice down a notch. This means that at 18+8, your attack rank is 1d12+1d10. The full progression is shown below

Synergy Level	Attack Rank / Dice
Up to 18+7	24/2d12
18+8	22/1d12+1d10
18+16	20/2d10
18+24	18/1d10+1d8
18+32	16/2d8
18+40	14/1d8+1d8
18+48	12/2d6
18+56	10/1d6+1d4
18+64	8/2d4

The bodkin arrow does not have the specialized attack forms given other types of arrows.

Arrow, Bodkin

The Bodkin arrow is a case hardened arrow used to penetrate armor. It cuts range to 75% in exchange for 1d8 damage bonus.

Point Shot

Using the Bodkin arrow you can perform a point shot if the target is at point blank range. With a point shot, you are doing one of two things. Either you are tying to hit a Point Target (i.e., a fairy), or you are looking for a vulnerable spot on the enemy.

If you are making a point shot against a Point Target, then you are rolling to see if you can avoid the penalty associated with trying to hit a point target (the +12 you have to add to the to-hit dice roll). To perform this type of point shot, you can choose any dice between a d4 and a d8. You roll the dice twice. The lower of the two rolls is the cost of the action (in bonus synergy). The higher of the two rolls is the chance that you will make this point shot (i.e., you do not roll against you basic skill level in the bow being used, you roll against the result of the dice you rolled). If you make the point shot the target is hit and the arrow does normal damage against it.

If you are making the point shot to find a weakness on the enemy, then you can roll any dice between a d4 and a d20. Roll the dice you choose twice. The lower of the two rolls is the cost of the point shot. The higher of the two rolls is the bonus damage you will do if you make your normal to-hit roll against the target.

Hitting a Fast Target

Normally, there is a +12 penalty when you attempt to shoot at a target that is classed as a Fast Target. You

use the following procedure when you are trying to hit such a target.

Pick any dice between a d4 and a d20. Roll it twice. The low roll is the cost of the attempt to hit the fast target. The high roll is the chance (rolled on a d20) of hitting the target.

Arrow, Lightweight

The lightweight arrow is a trimmed down arrow designed to go further. It is generally used in mass combat. It gains a 50% increase in range for with a corresponding halving of its damage. This damage decrease only applies if you are shooting at targets that are over the bows normal range figure, otherwise is it a 25% decrease in damage.

Point Shot

Using the Lightweight arrow you can perform a point shot if the target is at point blank range. With a point shot, you are doing one of two things. Either you are tying to hit a Point Target (i.e., a fairy), or you are looking for a vulnerable spot on the enemy.

If you are making a point shot against a Point Target, then you are rolling to see if you can avoid the penalty associated with trying to hit a point target (the +12 you have to add to the to-hit dice roll). To perform this type of point shot, you can choose any dice between a d4 and a d20. You roll the dice twice. The lower of the two rolls is the cost of the action (in bonus synergy). The higher of the two rolls is the chance that you will make this point shot (i.e., you do not roll against you basic skill level in the bow being used, you roll against the result of the dice you rolled). If you make the point shot the target is hit and the arrow does normal damage against it.

If you are making the point shot to find a weakness on the enemy, then you can roll any dice between a d4 and a d8. Roll the dice you choose twice. The lower of the two rolls is the cost of the point shot. The higher of the two rolls is the bonus damage you will do if you make your normal to-hit roll against the target.

Hitting a Fast Target

Normally, there is a +12 penalty when you attempt to shoot at a target that is classed as a Fast Target. You use the following procedure when you are trying to hit such a target.

Pick any dice between a d4 and a d20. Roll it twice. The low roll is the cost of the attempt to hit the fast target. The high roll is the chance (rolled on a d20) of hitting the target.

Arrow, Normal

The bows range and damage characteristics are derived from the use of a normal arrow. Refer to the other arrow types available for modification on range and damage figures.

Point Shot

Using an arrow you can perform a point shot if the target is at point blank range. With a point shot, you are doing one of two things. Either you are tying to hit a Point Target (i.e., a fairy), or you are looking for a vulnerable spot on the enemy.

If you are making a point shot against a Point Target, then you are rolling to see if you can avoid the penalty associated with trying to hit a point target (the +12 you have to add to the to-hit dice roll). To perform this type of point shot, you can choose any dice between a d4 and a d12. You roll the dice twice. The lower of the two rolls is the cost of the action (in bonus synergy). The higher of the two rolls is the chance that you will make this point shot (i.e., you do not roll against you basic skill level in the bow being used, you roll against the result of the dice you rolled). If you make the point shot the target is hit and the arrow does normal damage against it.

If you are making the point shot to find a weakness on the enemy, then you can roll any dice between a d4 and a d12. Roll the dice you choose twice. The lower of the two rolls is the cost of the point shot. The higher of the two rolls is the bonus damage you will do if you make your normal to-hit roll against the target.

Hitting a Fast Target

Normally, there is a +12 penalty when you attempt to shoot at a target that is classed as a Fast Target. You use the following procedure when you are trying to hit such a target.

Pick any dice between a d4 and a d20. Roll it twice. The low roll is the cost of the attempt to hit the fast target. The high roll is the chance (rolled on a d20) of hitting the target.

Arquebus

The Arquebus is a very inaccurate weapon. Any time you roll a to hit with the weapon, you have to re-roll

the shot to make sure that you did actually hit the target.

When you do fire an Arquebus, the attack rank dice used is 2d8 on the round of fire. It is a long weapon to reload but relatively fast to fire.

An Arquebus ignores a shield's Defensive Adjustment.

Troops who carry an Arquebus cannot carry or use a second weapon that is larger than a short sword. In addition, these troops cannot carry a shield or wear armor better than leather. This is because of the sever equipment requirements of the weapon.

The Arquebus weighs in at 10 to 15 pounds. It fired a ball that weighs less than a once and has a muzzle velocity of about 800 feet per second. Range is between 100-200 feet (game range is 10 inches). A rate of fire of two shots per three minutes is considered good. Game reload speed is four combat rounds. Due to the inaccuracy of the weapon (i.e., the person has no real way of aiming it) the person firing must re-roll the dice if the result indicates a hit. The weapon was used in battle (despite its poor rate of fire and inaccuracy) due to its penetration power: WTKA = 2d10.

Battle Field Tactics

On a real life battlefield, Arquebus troops needed eight ranks to maintain continuous fire with the weapon. As each rank stepped forward to fire, all other ranks would continue the process of reload.

In a normal battlefield formation (of the time) Pikes were massed three lines deep each with a 50 to 60-man front, 20 files deep. There were square clumps of Arquebus troops at the four corners. This mass was about 150 meters broad by 100 meters deep and was very maneuverable. A fringe of Arquebus troops where thrown in to the sides for the formation as well as a group placed forward as skirmish troops.

Ax, One Handed

The one handed ax came before the two handed ax. The reason that two-handed weapons came about was that one-handed weapons could not deliver a blow capable of penetrating and killing a man in plate armor. By blow, I mean a single well placed blow, not having to hit some guy 30 times to get him to go down (in a fight that is a bad thing).

Ax, Two Handed

When the one handed ax was proving ineffective against plate armor, the handle was lengthened as well as the head made bigger and heavier. This became the two handed ax or the battle-ax. The ax became capable of killing a man in plate armor with a single blow. In game this is only possible with a lot of advanced training in the 2 handed ax and even then it takes a lucky blow (which is preferable to running up and being dropped by every guy with a two handed ax or sword).

Mighty blow

A character with enough training in a Two Handed Ax can use his skill to deliver a mighty blow. When you make a Mighty blow, it is up to you to decide on the dice you want to roll when making the attack. The dice can be as small as a d4 or as large as a d20. Roll the dice three times. The lower of the three rolls is the cost in synergy bonus that the blow uses. The highest of the three rolls is the bonus damage done by the mighty blow… if it hits.

The middle roll is the chance that the blow will ignore any attempt to deflect it. If the blow is deflected then roll a 20 and if the result is less than or equal to the middle dice roll, the mighty blow is not deflected!

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Bill

The bill is a weapon based on the agricultural hedging bill. It was designed so that peasants would have a working knowledge of the weapons they would use when or if called into battle.

The bill is an effective two-handed staff weapon whose size and design made it effective against plate armor and Cavalry. It was outfitted with hooks that could be used to drag a rider off his horse.

You can either make a normal attack using this weapon (i.e., an attack to damage the target) or you may Hook a Rider or Trip an Opponent. Only if you make a normal attack with the weapon do you get a damage roll from a successful hit.

Hook Rider

Roll dice between a d4 and a d12 twice. The lower of the two rolls equal the synergy cost to make the attempt. The higher of the two rolls equals the chance on a d20 that you will hook a rider, if you make a successful hit against the rider. The synergy cost is subtracted whether or not the character hits the target in the attack. If the character does hit the target, then he has hooked the target and may pull the target from his mount on the following round. Each character rolls a d6 and adds his power rating. The higher score wins. Note the hook does not come free unless the hooked character takes a full round to pull it free. A dangerous task if surrounded by a pack of peasants all trying to get their own hook in you.

Note that if a rider's saddle has no stirrups then the rider's power rating is considered 50% of normal.

Trip Opponent

The wielder of this weapon may also try to trip his opponent during a battle. To do this, the wielder may roll any dice between a d4 and a d12. The lower of the two rolls equals the synergy bonus it will cost the wielder to make the attempt. The higher of the two rolls equals the chance on a d20 that the wielder will actually hook the opponent's leg / foot if a successful hit is scored. If the opponent is hooked, then on the following round you roll 2d6 and your opponent rolls 1d6 and you add your power ratings to the result. If you are higher then you have tripped you opponent and he falls to the ground.

See Getting Up on page 19 for more information on being on the ground.

Bolo

A bolo is a specialized weapon that is used to bring down a running opponent. The bolo consists of three short ropes tied together. At their loose ends the ropes are weighted with balls. When properly thrown the bolo has a chance of wrapping around a target's extremities. The bolo is most effective if thrown against a target's legs since the legs are close enough together to allow the ropes to wrap around both legs at the same time. A successful bolo attack means the target is effectively shackled. A running opponent will fall.

Now for the bad news. The bolo is nearly useless until you have a very high degree of skill in it. Don't expect to have the ability to use it without a measure of synergy bonus because basic training allows little more than wrapping it around the trunk of a tree.

Hit Target Legs requires 2d6 points of synergy bonus. You add the targets speed to the dice roll when making the to-hit attempt. Assuming that you make the to-hit attempt, the targets legs are caught in the bolo and the target is brought to a stop. If moving, this means the target falls.

Freeing yourself of the bolo

It will take a character or NPC 2d3 combat rounds to free him of the bolo. If a dagger is used to speed the process then it takes 1d2 combat rounds to free you.

Bolt

The normal crossbow bolt is used with all crossbows. Advanced training in the use of the crossbow gives the character the chance to make a point shot.

Point Shot

Using an arrow you can perform a point shot if the target is at point blank range. With a point shot, you are doing one of two things. Either you are tying to hit a Point Target (i.e., a fairy), or you are looking for a vulnerable spot on the enemy.

If you are making a point shot against a Point Target, then you are rolling to see if you can avoid the penalty associated with trying to hit a point target (the +12 you have to add to the to-hit dice roll). To perform this type of point shot, you can choose any dice between a d4 and a d12. You roll the dice twice. The lower of the two rolls is the cost of the action (in bonus synergy). The higher of the two rolls is the chance that you will make this point shot (i.e., you do not roll against you basic skill level in the bow being used, you roll against the result of the dice you rolled). If you make the point shot the target is hit and the arrow does normal damage against it.

If you are making the point shot to find a weakness on the enemy, then you can roll any dice between a d4 and a d12. Roll the dice you choose twice. The lower of the two rolls is the cost of the point shot. The higher of the two rolls is the bonus damage you will do if you make your normal to-hit roll against the target.

Hitting a Fast Target

Normally, there is a +12 penalty when you attempt to shoot at a target that is classed as a Fast Target. You

use the following procedure when you are trying to hit such a target.

Pick any dice between a d4 and a d20. Roll it twice. The low roll is the cost of the attempt to hit the fast target. The high roll is the chance (rolled on a d20) of hitting the target.

Bow, Long

The long bow is a finicky mistress. A character can only wield a long bow if he or she is not in metal armor.

The long bow has a 200-pound pull. A character may use a bow to fire one of four arrows: barbed, bodkin, lightweight or normal. For more information on these, refer to the write-up on the different types of arrows.

The long bow starts out with a speed of 24/2d12. As the character trains in long bow it becomes faster and faster. The progression is as follows:

Synergy Level	Attack Rank / Dice
Up to 18+3	24/2d12
18+4	22/1d12+1d10
18+8	20/2d10
18+12	18/1d10+1d8
18+16	16/2d8
18+20	14/1d8+1d8
18+24	12/2d6
18+28	10/1d6+1d4
18+32	8/2d4

The bonus to the bows speed is not decreased, even if the character uses his synergy bonus during the fight.

Extra Shots

A character trained in longbow can take extra shots by using his advanced skill in the longbow. Each extra shot costs the character 1d8 synergy bonus points. When the roll is made you subtract the amount from the character's synergy bonus and add an equal amount onto the attack rank of his previous shot. This means that if you roll a five and your first shot took place on Attack Instant 12, your second shot would take place on Attack Instant 17. You may continue to take extra shots until you out of synergy bonus or if your previous attack takes place on attack instant 24 or later.

If you make extra shots with the bodkin arrow, then you roll 1d10 to determine the synergy used and in what combat instant the shot is made. If you are using the barbed arrow, you roll 1d12 to determine these figures.

Point Shots and Hitting Fast Targets

Bows and crossbows are capable of point shots and of hitting fast targets. To find out the particles on how to perform these types of attack refer to the write up on Arrow- Lightweight, Arrow- Normal, Arrow, Bodkin and Bolt.

In actual fact, a master of the long bow would be able to pound out the shots on a round by round basis. The long bow was a very deadly weapon. The problem is that it took *years* to master and that just cannot be reflected in the game. When it was most popular (or perhaps when it was least popular) people were forbidden from partaking in the other sports that were around at the time (the long bow was considered a sport and it was illegal to practice any other sport). In addition, by law anyone who could use a long bow had to appear at the local church for practice in using it.

Bow, Short

The average bow has an 80-pound pull. The normal arrow used in this bow is the Lightweight arrow. Using this arrow does not give you the range bonus that normally comes with this arrow. This reflects the generally weaker nature of this type of bow.

The short bow starts out with a speed of 24/2d12. As the character trains in long bow it becomes faster and faster. The progression is as follows:

Synergy Level	Attack Rank / Dice
Up to 18+3	24/2d12
18+4	22/1d12+1d10
18+8	20/2d10
18+12	18/1d10+1d8
18+16	16/2d8
18+20	14/1d8+1d8
18+24	12/2d6
18+28	10/1d6+1d4
18+32	8/2d4

The bonus to the bows speed is not decreased, even if the character uses his synergy bonus during the fight.

Extra Shots

A character trained in the short bow can take extra shots by using his advanced skill in the weapon. Each extra shot costs the character 1d8 synergy bonus points. When the roll is made you subtract the amount from the character's synergy bonus and add an equal amount onto the attack rank of his previous shot. This means that if a character rolled a five and his first

shot took place on Attack Instant 12, his second shot would take place on Attack Instant 17. He may continue to take extra shots until he is out of synergy bonus or if his attack takes place on attack instant 24 or later.

Point Shots and Hitting Fast Targets

Bows and crossbows are capable of point shots and of hitting fast targets. To find out the particles on how to perform these types of attack refer to the write up on Arrow- Lightweight, Arrow- Normal, Arrow, Bodkin and Bolt.

Bullet

All gunpowder weapons fire a lead pellet (a bullet). Although in actual fact, the size of the bullet is different for each weapon, Legend treats them them as the same.

Claw, Battle

The Battle Claw is made up from a set of four small knives that extend over the fingers of each hand. A favored weapon of the Calt since it allows them to get back to their roots (so to speak).

A Calt (and only a Calt) can pick two Battle Claws as his weapon of choice. Each battle claw is developed separately as is normal for two weapon attacks. The benefits of using two battle claws at once are described further below.

Deflect Blow

A master in the use of a Battle Claw has a lot of control and knowledge of just where the blades are. For 1d4 points of synergy the character that wields the Battle Claw can deflect a blow that would have otherwise hit him. This means that he decides to deflect after the to-hit roll has been made. This is different from the Defensive Adjustment of the dagger, which is very good to begin with.

Exploit Weakness

A master of the Battle Claw can attempt a to exploit a weakness in the targets armor / fighting style. When you perform this type of attack you must decide on the dice you want to roll. The dice can be as small as a d4 or as large as a d20. Roll the dice twice. The lower of the two rolls is the cost in Synergy Bonus to perform the attack. The character now makes his to-hit roll. If successful, the second dice roll is added to the damage done by the blow.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Break Weapon

When using two battle claws together it is possible to break an opponents weapon. The chance is 1d6 per battle claw. The cost is rolled for each claw separately. To break a weapon you must roll equal to or less than the synergy used in the attempt. This means that if your rolls were two and a four, you would have a six in 20 chance of breaking the opponents weapon. Magic Weapons will decrease this chance by one point for each point of synergy bonus they give. In addition, you still have to make a successful to hit against the target. A successful to hit roll means you hit the targets weapons. You do not roll damage against the target, even if you fail to break the weapon. You use the synergy bonus even if you fail to hit the weapons.

Club

Probably one of the first weapons ever made or discovered. Any large stick or branch makes a club. Not over effective versus an individual in plate armor.

If the character's wish, they may put a nail in the end of their club (if they have one). This improves the weapons to kill adjustment by one point.

A club can be used to stun the opponent. Being that clubs are not the best weapons around, you perform a stun attack by rolling any single dice twice. You may use any dice from a d4 to a d20. The *higher* of the two rolls equals the cost in synergy to make the stun attempt. The *smaller* of the two rolls equals your chance on a d20 to actually stun the opponent, should you hit the target.

The stun lasts for 1d4 combat rounds.

Crossbow, normal

The normal crossbow uses a claw and a stirrup. The player puts his foot through the stirrup to hold the end of the crossbow against the ground. The Claw goes around the bows string and is used to lever the string back into a firing position. Even with this a trained user can get off about four shots per minute.

At this point in time, there is only one type of ammunition for a crossbow, a bolt. All characteristics of the crossbows assume the use of this single,

generic projectile. The crossbow is capable of making a point shot. Refer to the Bolt heading to see how this works.

Point Shots and Hitting Fast Targets

Bows and crossbows are capable of point shots and of hitting fast targets. To find out the particles on how to perform these types of attack refer to the write up on Arrow- Lightweight, Arrow- Normal, Arrow, Bodkin and Bolt.

Crossbow, mechanical

This is the big and powerful weapon. Strength alone cannot load this crossbow. It comes with its own mini winch that is used to crank the string back into place. In the real world the mechanical crossbow has a rate of fire of about one per minute. Its effective range is about 380 yards (cut back to 25 inches in game scale).

As can be guessed, the mechanical crossbow has a very slow reload rate. In fact you can get one shot off in each four combat rounds. Once loaded though, the master of this weapon can do a point shot if firing at a target at point blank range. When you use a normal crossbow to make a point shot, you roll a single dice twice. The lower equaling the cost of the attempt and the higher equaling the damage bonus should the shot hit. When using the mechanical crossbow, you roll the dice three times. In this case, the middle dice is ignored. The lowest gives you the cost of the shot and the highest gives you the damage bonus should the shot hit. See the Bolt heading for information on making point shots.

Point Shots and Hitting Fast Targets

Bows and crossbows are capable of point shots and of hitting fast targets. To find out the particles on how to perform these types of attack refer to the write up on Arrow- Lightweight, Arrow- Normal, Arrow, Bodkin and Bolt.

Dagger, Battle

The blade is normally 1-2 feet long. The battle dagger is used in combat and is not a general-purpose cutting tool (i.e., it's not a knife).

The dagger is a quick weapon, but lacks reach, meaning you have to get past the point of your opponents weapon if you expect to use it.

Deflect Blow

A master in the use of a dagger has a lot of control and knowledge of just where the blade it. For 1d4 points of synergy the character that wields the dagger can deflect a blow that would have otherwise hit him. This means that he decides to deflect after the to-hit roll has been made. This is different from the Defensive Adjustment of the dagger, which is very good to begin with.

Exploit Weakness

A master of the Dagger can attempt a to exploit a weakness in the targets armor / fighting style. When you perform this type of attack you must decide on the dice you want to roll. The dice can be as small as a d4 or as large as a d8. Roll the dice twice. The lower of the two rolls is the cost in Synergy Bonus to perform the attack. The character now makes his to-hit roll. If successful, the second dice roll is added to the damage done by the blow.

Extra Attack

The character that uses the dagger has to get in very close in order to use the weapon. This gives most of the other weapons an advantage when a character wielding a dagger is in a fight. When the character does get close to the target the dagger is a very fast weapon.

To represent this, the character may make multiple attacks with the dagger. This means that the character moves in on his opponent and in a flurry of blows tries to take him out before he / she has a chance to react to the attack. Each extra attack costs the character 1d8 synergy bonus. The cost of the attack is also added onto the Combat Instant of the character's previous attack. So long as the total is less than 24, the character may opt to make another special attack.

For example

The character's attack rank with the dagger is 2d10. The character rolls a fairly average value in the combat round and his attack takes place on the Combat Instant 10. He decides to make an extra attack and rolls a 6 on the d8. He takes six points of bonus synergy off his skill and adds 6 to the Attack Rank of his previous blow (which took place in combat instant 10). This second attack takes place in Combat Instant 16. The character can opt to perform another Extra Attack so long as he has the synergy level left and because his previous attack came before combat instant 24.

Slit throat

A character with a dagger can slit the throat of someone that is sleeping. Slitting a throat kills a sleeping target outright. The cost to slit a throat is 1d3 bonus synergy points (a character with the Assassin skill can do this at no cost, if he makes his Assassin Skill check). It should be pointed out, that a character may wake up unless the dagger wielder is capable of moving around Un-Noticed (stumbling around in a dark room is probably going to wake everyone up).

To keep this in check, realize that a creature in a light sleep may awake from little or no real sound. A dying creature may gurgle or spasm quietly in its bed before actually kicking the bucket (so to speak) that may in fact be just loud enough to wake a creature or character that is in a light sleep. When the character is sneaking from creature to creature, slitting throat after throat, check the sleeping creatures. One may well awake to give the shout that will bring the whole place awake.

Dagger, Thrown

A normal dagger is not balanced for throwing so you will have to go out and spend the money on throwing daggers if you want to learn how to use them. The thrown dagger is very quick since it may be positioned so that the action of drawing it becomes part of the throw. The problem is that there are so many places that daggers may be placed to accommodate this type of action. A character may either try to perform an Exploit Weakness action or the Fast Throw action in a single combat round.

Exploit Weakness

A master of the Thrown Dagger can attempt a to exploit a weakness in the targets armor. When you perform this type of attack you must decide on the dice you want to roll. The dice can be as small as a d4 or as large as a d8. Roll the dice twice. The lower of the two rolls is the cost in Synergy Bonus to perform the attack. The character now makes his to-hit roll. If successful, the second dice roll is added to the damage done by the blow.

Fast Throw

A character that is really good with the throwing dagger can throw a series of daggers in fast succession. Each extra dagger that is thrown after the first costs the character 1d8 synergy bonus. The cost of the attack is also added onto the Combat Instant of the character's previous attack. So long as the total is

less than 24, the character may opt to throw another dagger. Although this does tend to be a judgment call, I normally limit the number of daggers that can be used in the Fast Throw to six.

Flintlock

The flintlock has a slower rate of fire than the improved Musket, but it could actually be aimed which was a vast improvement over earlier firearms. On the round of fire, the Flintlock has an Attack rank of 14 / 1d8+1d4 Slow to reload, it is fairly quick to fire.

A flintlock ignores all shields Defensive Adjustments.

Point Shot

Using a flintlock you can perform a point shot if the target is at point blank range. With a point shot, you are doing one of two things. Either you are tying to hit a Point Target (i.e., a fairy), or you are looking for a vulnerable spot on the enemy.

If you are making a point shot against a Point Target, then you are rolling to see if you can avoid the penalty associated with trying to hit a point target (the +12 you have to add to the to-hit dice roll). To perform this type of point shot, you can choose any dice between a d4 and a d20. You roll the dice twice. The lower of the two rolls is the cost of the action (in bonus synergy). The higher of the two rolls is the chance that you will make this point shot (i.e., you do not roll against you basic skill level in the bow being used, you roll against the result of the dice you rolled). If you make the point shot the target is hit and the bullet does normal damage against it.

If you are making the point shot to find a weakness on the enemy, then you can roll any dice between a d4 and a d20. Roll the dice you choose twice. The lower of the two rolls is the cost of the point shot. The higher of the two rolls is the bonus damage you will do if you make your normal to-hit roll against the target.

Hitting a Fast Target

Normally, there is a +12 penalty when you attempt to shoot at a target that is classed as a Fast Target. You use the following procedure when you are trying to hit such a target.

Pick any dice between a d4 and a d8. Roll it twice. The low roll is the cost of the attempt to hit the fast target. The high roll is the chance (rolled on a d20) of hitting the target.

Garrote

A garrote is only ever used against someone whose back to towards you and does not know that you are there. To make the initial check, roll against the garrote skill. The target will take 3d6 combat rounds to kill (not a quick weapon). During that time expect the victim to do a lot of thrashing about as he attempts to get free of the attack. To have any real chance of getting free, the character must have the wrestling skill.

The character may break free from a garrote attack but needs advanced training in Wrestling, Combat and Awareness to do so.

Glaive

Both of these weapons are staff weapons with large ax like heads. They where developed to penetrate plate armor, hence there high damage. These are normally associated with group formations and are not often used on their own (hence the lack of special attacks).

Guns

Early gunpowder had to be mixed prior to battle due to the tendency of the components to separate. The problem was solved in the sixteenth century with the invention of corn powder. Once this was invented, handguns had an effective range of 50 yards, and carried a much heavier punch than a long bow. The bow still had it hands down for accuracy, speed of fire and mobility. The handguns available in legend are:

> Arquebus
> Flintlock
> Hand Guns
> Musket (2 versions)

The character cannot choose any of these weapons unless he takes them as a character Strength. The cost of learning one of the weapons depends on the weapon taken and can be found under the Strengths section of Section 1 of the manual. See the write-ups on the individual weapons for more information on the weapons themselves.

Halberd

The halberd was an extremely popular infantry and guard weapon in the middle ages. The head was a cleaver like blade outfitted with a spike and hook. The halberd was used against the mounted knight. Heavy enough to kill a man in full plate armor; it was equipped with hooks so that riders could be pulled from their mounts. The hook could also be used to trip an opponent.

You can either make a normal attack using this weapon (i.e., an attack to damage the target) or you may Hook a Rider or Trip an Opponent. Only if you make a normal attack with the weapon do you get a damage roll from a successful hit.

Hook Rider

Roll dice between a d4 and a d20 twice. The lower of the two rolls equal the synergy cost to make the attempt. The higher of the two rolls equals the chance on a d20 that you will hook a rider, if you make a successful hit against the rider. The synergy cost is subtracted whether or not the character hits the target in the attack. If the character does hit the target, then he has hooked the target and may pull the target from his mount on the following round. Each character rolls a d6 and adds his power rating. The higher score wins. Note the hook does not come free unless the hooked character takes a full round to pull it free. A dangerous task if surrounded by a pack of peasants all trying to get their own hook in you.

Note that if a rider's saddle has no stirrups then the rider's power rating is considered 50% of normal.

Trip Opponent

The Halberd's wielder may also try to trip his opponent during a battle. To do this, the wielder may roll any dice between a d4 and a d20. The lower of the two rolls equals the synergy bonus it will cost the wielder to make the attempt. The higher of the two rolls equals the chance on a d20 that the wielder will actually hook the opponent's leg / foot if a successful hit is scored. If the opponent is hooked, then on the following round you roll 2d6 and your opponent rolls 1d6 and you add your power ratings to the result. If you are higher then you have tripped you opponent and he falls to the ground.

See also Getting up on page 19 for more information on the penalties of being on the ground.

Hand Gun

Hand Guns were very inaccurate at the time. To represent this, a successful to-hit roll must be re-rolled whenever you fire the weapon. Shields may block the shot so you still have to deal with a shields defense adjustment.

The gun has one great advantage in the hands of someone highly skilled in their use. It takes but a second to draw a handgun, fire and draw a normal weapon. It is even possible to draw up to two loaded guns and fire them at targets at point blank range. To do this, the character must expand 1d3 synergy points per gun drawn. The Attack rank of the first gun drawn is 1d4. If the attack takes place before the opponents attack, then the character may draw a second hand gun for an additional 1d3 bonus synergy points. The attack rank of this weapon is 1d4, with the result being added to the attack rank of the first weapon (so the gun will fire with an attack rank that is between 2 and 8). Once the second gun is fired the character may draw a sword and have a single last attack before the round is finished. The character does not roll for the combat instant this last attack takes place in. It takes place after all other attacks made during the round.

As a general rule, I will only allow the character to have 2 handguns loaded and ready to use at a given time. They are not the smallest of weapons and there are only so many places on the body they will sit ready for use.

Lance

The lance is a shock weapon. A contingent of cavalry armed with a lance will always receive first attack in the first combat round with no return attack being possible. All that can be done is to brace and wait for the attack.

Note that the lance is only at full affect if you are using stirrups. Without stirrups, half the final damage done in the attack and make a Riding Craft skill check or be knocked off the mount.

A Lance is only effective if the rider has a saddle with stirrups. A targets weapon cannot deflect or influence the to-hit roll of a lance. However, a target's shield Defensive Adjustment will effect the to hit roll of a character wielding a lance. In addition, certain pole arms were designed to stop a cavalry charge (i.e., pikes). If these weapons are used against a charging horse, then they roll to hit and wound before the lance carrier can or does.

Lances damage bonus.

The lance is a weapon that takes great skill. To represent this, the character can pick a dice between a d4 and a d20. The character rolls the dice twice. The low roll is the cost of the action, taken from the character's synergy bonus in the weapon. The higher of the two rolls is added to the damage dice should a hit be made.

Lance Versus Lance

If two individuals charge, each with a lance, then both attack at the same time (one of the few instances where this is possible). Each suffers a to-hit penalty equal to the speed the of the charging opponents horse. If both hit then both make wound rolls at full damage bonus.

Mace, One Handed

The one handed mace was two to five pounds and three feet long and was often used from horseback. The weapon lacks the weight and length to make it effective against plate armor.

Adding spikes to the mace does not change the weapons attack rank, however, it does increase the weapons to kill adjustment by 1 point.

Mace, Two-Handed

To make the mace effective against plate armor, the shaft was lengthened (to increase the leverage) and the head was made heavier. Meet the two handed mace.

Adding spikes to the mace does not change the weapons attack rank, however, it does increase the weapons to kill adjustment by 1 point.

Great Blow

A character with enough training in a Two-Handed Mace can use his skill to deliver a Great blow. When you make a Great blow, it is up to you to decide on the dice you want to roll when making the attack. The dice can be as small as a d4 or as large as a d20. Roll the dice three times. The lower of the three rolls is the cost in synergy bonus that the blow uses. The highest dice roll is added to the number of wounds done by a successful hit.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Musket, Matchlock

Like the Arquebus, there is no way to aim the matchlock; you point in the direction you want to shot and then must look at the powered fuse as you use the

match to ignite it. This means that the shot must be re-rolled if the dice indicate a hit. The weapons superior penetration power and range brought it onto the battlefield.

A Musket ignores a shield's Defensive Adjustment.

The Matchlock Musket was six to seven feet in length and fired bullets that weighed up to a pound. Its effective range was about 300 yards. Matchlocks could not be fired in wet weather. You needed a moldering match making it very poor in ambush situations (i.e., you wouldn't be able to keep the match lit in the rain and the glowing spark would give away your position at night. Speed of fire is actually somewhat slower than an Arquebus.

Troops who wield a Matchlock Musket cannot carry or use a second weapon that is larger than a short sword. In addition, these troops cannot carry a shield or wear armor better than leather. This is because of the sever equipment requirements of the weapon.

Musket, Refined Matchlock

The dwarves make an improved version of the musket, known as the Refined Musket. The biggest change in the weapon was the rate of fire; about one shot each 3 combat rounds. Dwarf characters are the only ones who can take this version of the musket as a weapon choice.

Refer to the Musket, Matchlock entry for more information on this weapon.

On the Battlefield

On the battlefield, a minimum of 10 ranks is required to maintain a continuous fire using this weapon. In this game system that figure has been decreased to 6 ranks.

Morning Star

The morning star is a mace with chain and spikes. This mace was made of a wooden shaft attaching a metal ball with spikes through the use of a chain. The weapon was again to light to be used against plate armor. The primary purpose of its design was to negate the protection of a shield since the chain would wrap around the shield letting the ball hit the target.

When using this weapon, the attacker may ignore the target's shield Defensive Adjustment.

Adding spikes to the head of the morning star does not change the weapons attack rank, however, it does increase the weapons to kill adjustment by 1 point.

Net

Only a Nagis can develop the Net Skill. The net is used in the off hand, like a shield for other races. The Nagis cannot use a shield of any type.

The net is not an offensive weapon. When used it acts like a shield in that it does have a Defensive Adjustment, although it is very poor compared to a normal shield (five rather than four or three). Once you are good enough at using the net you can try to entangle an opponent's weapon.

Entangle Target

The wielder can attempt to entangle his opponent. If successful, the target will not get an attack on the round following the one he or she was entangled. In addition, any attack the target gets on the following round (the round he or she gets out of the net), comes on attack instant 24 (i.e., it is the last attack / action taken on that round).

To perform the entangle attack; the net wielder can roll any dice from a d4 to a d12. The dice chosen is rolled twice. The lower of the two rolls is the cost in synergy bonus to perform the attack. The higher of the two rolls is the chance that attack will succeed when rolled against a d20.

Using this attack has one major disadvantage. The wielder throws his or her net at the target (does not get to use it further until he or she can get it back after the battle).

Entangle Weapon

A master in the use of a net can attempt to entangle an opponent's weapon. To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d20. Roll the dice twice. The lower of the two dice rolled equals the amount of synergy bonus you will use performing the action. The higher of the two numbers equals the chance on a d20 that you will succeed in entangling the weapon. You must still make a to-hit roll against the target. If you do make the to-hit roll then you can check to see if you entangle his weapon.

Effects of Entanglement

The character whose weapon is entangled may make no attacks with the entangled weapon so long as the weapon remains entangled. This means that the target may loose his attacks on the round his / her weapon is entangled, if the entangle attempt takes place before his / her attack (2d12 to determine the combat instant when the entangle attempt takes place).

Getting Your Weapon Back

A character must use his combat and awareness skills to get his weapon back. The character cannot free his weapon on the round it is entangled and looses the attacks that come with the weapon on the round he does free it.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Pike

The pike is a long pole that was used in mass formation fighting. Placing the one end on the ground and bracing it with a foot, the point was lowered to form a wall of spear points. It was one of the best defenses against a cavalry charge. When used in a mass formation, the pike has first strike capabilities. At the same time, it will negate the lances first strike capabilities.

Pole-ax

Knights often wielded the pole-ax. It is a staff with a hammerhead topped with a spike. It is a very heavy weapon capable of piercing or shattering plate armor. The design made it an easy to use fast weapon when compared to the other two handed weapons of its time.

Proto Swords

Proto Swords includes a large class of weapons. Proto swords are swords produced by cultures that do not have the metals needed to make true swords (i.e., they are stone or wood swords). There are size limits to these weapons (you can only make a stone sword that is so big) and although these weapons may not be that slow to use, they do less damage when compared to a metal sword. Proto swords will normally only ever be found when dealing with more primitive cultures.

Punch, With Gauntlet

The metal around the hand gives a definite advantage over a bare fist. The figures given may be applied to brass knuckles. When you do hand-to-hand fighting the default combat mode is to subdue the target. You can kill the target if you want but you must inform the LW that this is your intent.

Stun Opponent

If fighting hand to hand, then you have a chance to stun your opponent. To perform the action you decide what die you are going to use when making the attempt. The dice used for this is a d4. Roll the dice twice. The lower of the two dice rolled equals the amount of synergy bonus you will use performing the action. The higher of the two numbers equals the chance on a d20 that you will succeed in stunning your opponent. You must still make a to-hit roll against the target. If you do make the to-hit roll then you can check to see if you stun your opponent. The stun lasts for 1d3 combat rounds.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Shield

A character may use a shield with any single-handed weapons. The synergy dice roll for a shield is developed the same as any weapon dice roll. The shield makes it harder for the target to hit the shield holder. This is seen in the shields Defensive Adjustment. The Shields Defensive Adjustment is added to the Defensive Adjustment the character gets from his weapon.

Missile Weapons

All shields offer protection from missile fire. A shields defensive adjustment decreases by one point when the shield is used to protect its wielder against missile fire. Thus, a shield with a normal defensive adjustment of 3, would gain a defensive adjustment of 2 versus missile fire. The kite shield is unique in that it gives little protection versus melee combat but a one for one protection for missile weapons. Please not that the kite shield is normally employed in mass and is not normally considered a single fighter weapon (check this!)

Types of shields

The characters are able to learn one of several types of shields. They are:

> Buckler (and / or small)
> Kite
> Large
> Normal
> Wood

The largest difference in shields is in size and weight. The kite shield is nearly as tall as a normal human. The buckler is a small round shield that straps to the lower arm.

See the individual write-ups on the shields for the particulars on each shield.

Shield, Buckler and Small

The buckler is the smallest of the shields. It is normally taken due to its small size and lightweight.

Shield Bash

Here is how you do a shield bash. To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d8. Roll the dice twice. The lower of the two dice rolled is the cost in bonus synergy to perform the action. The higher of the two numbers equals the chance on a d20 that you will succeed in stunning your opponent. You must still make a to-hit roll against the target using your shields basic synergy level. This roll is made taking into account your opponents defensive adjustments (due to his shield and weapon). If you do make the to-hit roll then you can check to see if you damage your opponent.

Damage from the stun attempt is 1d6+1. Damage is only applied in the round that the stun takes place. In addition, the target gets his wound and armor resistance rolls to negate some or all of the damage. A character is stunned for one round for each point of damage actually done to him.

Target still gets his wound resistance roll to avoid the damage associated with the stun. If he can avoid the damage he can avoid the stun.

Shield, Kite

The Kite shield is the largest shield you can find. It is not a shield that can normally be wielded by a lone character in a normal fight. It is a group formation shield, offering great protection from missile fire and

is unique in that you have a one to one Defense Adjustment when in a group formation and are employing the shield against missile attacks. By group formation it means a proper formation on the battlefield, not a couple to a few hardy adventurers trying to turtle their way through a dungeon. When used in a group formation versus a melee enemy the shields defensive adjustment goes to three.

Shield, Large

The largest sized shield a character will normally use in melee. It carries the best defensive adjustment (3) and may be used to perform a shield bash attack when the user is good enough.

Shield Bash

Here is how you do a shield bash. To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d20. Roll the dice twice. The lower of the two dice rolled is the cost in bonus synergy to perform the action. The higher of the two numbers equals the chance on a d20 that you will succeed in stunning your opponent. You must still make a to-hit roll against the target using your shields basic synergy level. This roll is made taking into account your opponents defensive adjustments (due to his shield and weapon). If you do make the to-hit roll then you can check to see if you damage your opponent. The chance to damage your target is equal to the higher of the two dice you rolled when determining the cost in synergy.

Damage from the stun is 3d6+3. Damage is only applied in the round that the stun takes place. In addition, the target gets his normal wound and armor protective value rolls to negate some or all of the damage. A character is stunned for one round for each point of damage actually done to him.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Shield, Normal

A normal shield is just slightly smaller and lighter than a large shield. It has the same base attack given a large shield.

Shield Bash

Here is how you do a shield bash. To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d12. Roll the dice twice. The lower of the two dice rolled is the cost in bonus synergy to perform the action. The higher of the two numbers equals the chance on a d20 that you will succeed in stunning your opponent. You must still make a to-hit roll against the target using your shields basic synergy level. This roll is made taking into account your opponents defensive adjustments (due to his shield and weapon). If you do make the to-hit roll then you can check to see if you damage your opponent. The chance to damage your target is equal to the higher of the two dice you rolled when determining the cost in synergy.

Damage from the stun is 2d6+2. Damage is only applied in the round that the stun takes place. In addition, the target gets his normal wound and armor protective value rolls to negate some or all of the damage. A character is stunned for one round for each point of damage actually done to him.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Shield, Spiked or Bladed

The spiked or bladed shield was used to break an opponent's weapon. It is also capable of inflicting damage upon the opponent.

Strike Opponent

To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d12. Roll the dice twice. The lower of the two dice rolled is the cost in bonus synergy to perform the action. The higher of the two numbers is added to your damage roll if you do hit the opponent. The damage roll done by this shield is 2d6+2. You must still make a to-hit roll against the target using your shields basic synergy level and this roll is made taking into account your opponents defensive adjustments (due to his shield and weapon). The target does get to subtract his wound resistance and armor protective value from the blow.

Break Weapon

The blades or spikes on the shield are set up to allow the shield to catch a weapon. With the right twist that weapon could be broken by the shields wielder. Here is how it can be done.

To perform the action you decide what die you are going to use when making the attempt. The dice can be as small as a d4 or as large as a d12. Roll the dice twice. The lower of the two dice rolled equals the amount of synergy bonus you will use performing the action. The higher of the two numbers equals the chance on a d20 that you will succeed in breaking your opponent's weapon. You must still make a to-hit roll against the target. If you do make the to-hit roll (taking into account the targets defensive modifiers) then you have actually caught the targets weapon in the blades of your shield (you do not get to roll damage against the target in this case). Once the weapon is in the shields blades roll the d20 to see if you can break it. To give an example: I use a d12 in the attempt knowing that I only have 11 points worth of synergy bonus left in my spiked shield skill. I roll the dice twice getting a 6 and a 9. The action costs me 6 points of synergy and has a 9 out of 20 chance of working, should I make a successful to-hit roll against my opponent. My opponent uses a long sword and shield and has a total Defensive adjustment of 9 points. With my 18 + skill in my own shield, I have to roll 9 or less to hit and catch the sword in my shield and then 9 or less on a d20 to break it. This is not something I will be doing five times a day but something I will only try when I'm desperate (which is as it should be). You add in the all of the targets Defensive Adjustments because catching a weapon is hard to do and this takes that into account.

It will happen that some characters will roll a dice that is larger than their current amount of Synergy Bonus. If this should happen then all of the characters bonus synergy is used and the shot fails (play-testing will tell me if this is enough of a penalty).

Magic weapons are very hard to break. To represent this, if a weapon has a synergy bonus, then any damage bonus is added to the d20 dice roll when the check is made to see if the weapon actually breaks. If a weapon gets a dice roll for its bonus damage, then half the dice and add that to the chance to break the weapon (i.e., if a weapon gets +1d10 damage, then add 5 to the dice roll).

Shield, Wood

A wood shield is the easiest shield to find and the cheapest shield to buy. Normally, only the more primitive areas will have widespread use of the Wood Shield although all areas will have it available for sale.

The wood shield has a chance to deflect the effects of electrical based magic. It may deflect or save its wearer from one electrical point based spell such as a lighting bolt. Note that a non-magical wooden shield will be destroyed after deflecting one electrical based attack spell. The chance of deflecting such a spell equals the shields chance to deflect normal missile fire.

Spear, Held; 8-15'

The long spear has first strike capability against cavalry. The spear cancels out the cavalries own first strike capability.

A short spear may be used in one on one melee. The long spear or pike is a group weapon and is useless for one on one melee fighting. The use of a long spear by a single or small group means that the spear will provide but one first attack before having to be discarded.

Damage bonus

If the character is on a mount of some type, they may use the spear as a make shift lance. To do so, the character can choose any dice between a d4 and a d12. The chosen dice is rolled twice. The lower of the two rolls is the cost in synergy bonus to perform the attack. The higher of the two rolls is the bonus damage added to the wound if the character makes a successful to hit roll against the target.

Note that the spear is only at full affect if you are using stirrups. Without stirrups, half the final damage done in the attack and make a Riding Craft skill check or be knocked off the mount.

Spear, Thrown

This is your basic stick with a point. Once you get good at making them you may even balance the weapon and carve a grip in the wood. The thrown spear is fairly ineffective against armor but is definitely one of the easier weapons to make.

Sword, Bastard

This weapon was also known as the hand and a half sword. The hilt of the long sword was lengthened to permit the use of both hands. This increased the leverage associated with the weapon (providing it was used with both hands).

Powerful blow:

The character may choose any dice between a d4 and a d12. He rolls this dice twice. The Lower of the two rolls is the cost in synergy bonus to make a powerful blow. The higher of the two rolls is added onto the damage roll if the character hits the target.

Sword, Cutlass (Falchion & Scimitar)

The Cutlass has identical stats to the Falchion and the Scimitar, and all three swords are in the same weapon group. You may pick any of these three swords and apply the stats given to the Cutlass.

The cutlass is the traditional pirates blade, light enough to be used on the high seas.

Deflect Blow

You can attempt to defect an incoming blow using the short sword. To perform this special action the character chooses any dice between a d4 and a d8. The dice is rolled twice. The low roll is the cost in synergy bonus to make the deflection attempt. The high roll is the chance the deflection attempt will be successful (roll under this number on a d20 and the attempt is successful).

Sword, Long

The long sword is a fine balance between brute strength (two-handed sword) and precision (dagger). Advanced training in the long sword gives the wielder a few good options.

Powerful blow:

The character may choose any dice between a d4 and a d10. He rolls this dice twice. The Lower of the two rolls is the cost in synergy bonus to make a powerful blow. The higher of the two rolls is added onto the damage roll if the character hits the target.

Deflect Blow

You can attempt to deflect an incoming blow using the long sword. To do this, roll any dice between a d4 and a d19. The low roll is the cost in synergy bonus to make the deflect attempt. The high roll is the

chance (rolled on a d20) of making the deflection attempt.

Sword, Short

Deflect Blow

You can attempt to defect an incoming blow using the short sword. To perform this special action the character chooses any dice between a d4 and a d12. The dice is rolled twice. The low roll is the cost in synergy bonus to make the deflection attempt. The high roll is the chance the deflection attempt will be successful (roll under this number on a d20 and the attempt is successful).

Sword, Two-Handed

The mighty Two-handed Sword… nuff said.

Mighty Blow

A character with enough training in a Two Handed Sword can use his skill to deliver a mighty blow. When you make a Mighty blow, it is up to you to decide on the dice you want to roll when making the shot. The dice can be as small as a d4 or as large as a d20. Roll the dice three times. The lower of the three rolls is the cost in synergy bonus that the blow uses. The highest of the dice rolled is added to the number of wounds done by a successful hit.

The middle roll is the chance that the blow will ignore any attempt to deflect it. If the blow is deflected then roll a 20 and if the result is less than or equal to the middle dice roll, the mighty blow is not deflected!

Equipment Descriptions

Whip

The long whip is a distance weapon. It is capable of entangling an opponents extremities and weapon.

Generally a single whip is not used as a melee weapon due to its slow speed and minimal damage (taking out an eye or entangling a weapon is a one in a thousand shot). Whips are normally used against helpless opponents since its main function is to instill fear and pain, not damage. This is why a whip has been a traditional tool of punishment.