

Difficulty Modifier	Very Hard -40%	Hard -30%	Tough -20%	Tricky -10%	Normal -	Simple +10%	Easy +20%	Very Easy +30%
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Test result	31+	21-30	11-20	1-10	0-9	10-19	20-29	30+
Definition	Horrific	Terrible	Bad	Unlucky	Lucky	Good	Great	Amazing~
Narrative	Fail + injury	Fail + snag	Fail	Fail but...	Pass (just)	Pass	Pass in style	Pass+bonus

Proficiency	Description	Cost	Experience	Bonus
Beginner	Unskilled	-	Few days	-20%
Adept	Skilled	100 XP	Few months	-
Expert	Skilled x2	200 XP	Few years	+10%
Master	Skilled x3	400 XP	Decade	+20%
Legend	Skilled x4	800 XP	Lifetime	+30%

Action	Test against	Relevant skills & effects
Animosity	Cool	Attacks/Hostile/Cold
Bargain	Fellowship	Charm, Haggle, Seduction 1/No/+25/Sell/-5/-10/-20/-25%
Bluff	Fellowship	Act, Charm, Clown, Etiquette, Jester, Mimic, Seduction, Wit
Boat/Seamanship	[I+Int]/2	River Lore, Row, Sailing, Sea Lore
Bribe	Fel vs victim's WP	Bribery, <u>bribe</u> +50% = +10% Social level: 1/4/1/2/-/x2/x4
Busk	Fellowship every half day	various, <u>arrest</u> /assault/insult/ 0/D3/D6/2D4/2D6 shillings
Climb	[Str + Dex]/2	see Climbing Table (below)
Command	Leadership	Acting, Public Speaking
Construct	Dexterity	various, page 68 rulebook
Corruption	Will Power page 28 ToC	+1-4 Corruption Points/resists if ≥6 CP, T test = <u>mutates</u> /resists
Disease	Toughness	Immunity to Disease
Dive	[yards] - 2D6 = W	Swim = - 3D6, Dive = - 4D6
Drink	[T x 10] - APs	see Alcohol Table (separate)
Drive	[I + Dex]/2	Drive Cart
Employment	varies	various, page 68 rulebook
Estimate	Intelligence	Evaluate, Super Numerate
Fall	[yards x2] - D6 = W	Acrobatics = -1 damage
Fear/Terror	Cool + Fear Factor	varies/no, ≥6 IP = <u>disorder</u> /no
Frenzy	Cool	Fearless (+30 Cool) but only Bold attacks, no parries & <u>no retreat!</u>
Gamble	D100 for every game/hand	Gamble = bonus of [Int/2] or full Int if cheating (I to spot)
Gossip	Fellowship	Acting, Charm, Comedian, Etiquette, Public Speaking, Seduction, Story Telling, Wit
Hatred	Cool	<u>Frenzies</u> /Attacks/Wary
Heal	Int or Dex (if Severe+)	Heal = Int, Surgery = +20
Hide	[I+CI]/2 vs Seeker's I	Conc Urban/Rural, Shadowing

Idea/Know	Intelligence	various, knowledge-related
Instability	D6/10th round	if 6 = spirit <i>unstable</i> , page 215
Interrogate	victim's WP	Torture = -10% to WP test
Intimidate	Leadership	Acting, Bribery, Torture
Jump	[yards] - D6 = W	Acrobatics = -1 damage
Language	Intelligence	Linguist, Mimic
Leap (yards)	Standing = Mov - D6 Run-up = 2x Mov - 2D4	Acrobatics = +1 yard run-up = 4+ yards
Listen	cf. Noise Table	Acute Hearing, -10% per AP
Magic	Will Power	use 1 Magic Point = +5 WP
Observe	Initiative	Excellent Vision, Sixth Sense
Pick lock	Dex - lock's CR	Pick Lock, <u>jam</u> /break/drop/...
Pick pocket	Dex	Pick Pocket, <u>gotcha</u> /oil/?/.../1/2/3 item
Poison	Toughness	Immunity to Poison
Reaction	Initiative	Cautious/Walk/Run = 0/-10/-20
Ride	[I + Dex]/2	Ride, Trick Riding, cf. rules
Risk	50%	various, failure = 3/2/1/... W
Search	Initiative	9 yards per turn (minute)
Rapid search	Initiative	twice fast but -10 I & "Loud"
Sneak	D100 - [Dex+Cool]/2	Silent Move Urban/Rural
Swim	Risk with - 5% per AP	Swim, <u>drowns</u> (suffocates)/ <u>flounders</u> (drowns in T rounds)/ <u>distress</u> (M=0)

Chances of finding goods = Gossip ± Availability ± Quality

Availability	Village	Town	City	Capital
Abundant	+20%	+30%	+40%	+50%
Plentiful	+10%	+20%	+30%	+40%
Common	-	+10%	+20%	+30%
Average	-10%	-	+10%	+20%
Scarce	-20%	-10%	-	+10%
Rare	-30%	-20%	-10%	-
Very Rare	-40%	-30%	-20%	-10%
Quality	Poor	Average	Good	Finest
Availability	+10%	-	-10%	-20%
Price	1/2	-	x3	x10

Social level (class)

Speaker's class	Gossip (Fel)	Intimidate (Ld)	Other
> interlocutor	-10 per Class	+10 per Class	
= interlocutor	-	-	+Standing
< interlocutor	-5 per Class	-20 per Class	

Social encounters

Interlocutor's reaction = their initial state ± result of Fel test:

Hostile/Wary/Cold/Unsure/Interested/Warm/Trusts/Smitten

Climbing

Climb test = $[\text{Str} + \text{Dex}]/2 + \text{modifiers}$ (see below)

Different grades of climbs	Mod
Ladder, traverse steep slope (20° to 60°)	+40
Rope ladder, rigging, climb steep slope	+30
Rope, knotted sheet, tree of low boughs	+20
Tree of high boughs, ice-axe + crampons	+10
Half-timbered building, steep cliff-face	-
Side of ship/coach, craggy cliff-face	-10
Wattle and daub, slippery cliff-face	-20
Rough stonework, stockade, brickwork	-30
Smooth stonework, sheer rock, steep ice	-40
Rocky overhang, sheer ice	-50

- Roll a *Climb* test for each round climbed
- Success = $[\text{Mov}/2]$ yards climbed

- Failure = climber slips! Roll a standard *Climb* test (-20 if unskilled):
 - Amazing success = climber completely recovers
 - Great success = recovers but is left hanging by 2 hands!
 - Good/Lucky success = recovers but is left hanging by 1 hand!!
 - Failure = climber completely loses grip and falls (cf. *Fall* test)
- Hanging by 1 or 2 hands requires a **Str** test for each hand, per round:
 - Amazing/Great success = manages to pull themselves up
 - Good/Lucky success = continues to hang by that hand
 - Failure = grip inexorably slipping (-1 **Str** to that hand)
 - At **Str** 0 the climber's grip fails and (if hanging 1-handed) falls
- Both hands are needed to climb ropes, knotted sheets & rope ladders. Only rigid ladders can be climbed one-handed
- Climbers can abseil down a rope up to 20 feet (3 stories) per round. However a *Climb* test is required for every round spent abseiling.

Hiding

opposed test, i.e. $[\text{I} + \text{Cool}]/2 + \text{modifiers}$ vs. Seeker's **I**

Passage of time

Environmental factors		Mod
Environs	<i>Rural</i>	
	Dense undergrowth: forest, jungle, marsh	
	Light undergrowth, river, leisure garden	
	Long grass, crops, stream, kitchen garden	
	Pasture, ditch, herb garden, deep snow	
	Moorland, scrub, desert, shallow snow	
Mov rate	<i>Urban</i>	
	Bustling: market, docks, gate, bridge	+20
	Busy: high street, workshop, warehouse	+10
	Shady: alleys, slums, sewers, graveyard	-
Other	Quiet: temple, houses, school, guildhall	-10
	Smart: avenue, barracks, court, palace	-20
	Cautious	-20
Mov rate	Standard	-30
	Running	-40
Other	Cloudy night, storm, blizzard, spotter occupied (reading)	+30
	Starlight, heavy rain, thick fog, deep snow, dawn/dusk, spotter transfixed (<i>Blather</i>)	+20
	Moonlight, drizzling, thin fog, light snow, camouflage, spotter distracted	+10

Unit of time~
An instant
A moment (round)
A few moments
A minute (turn)
A few minutes
Quarter of an hour
Half an hour
An hour
A few hours
Morning/Afternoon
A day
A few days
A week
A few weeks
A month
A few months
A season
Half a year
A year
A few years
A decade
A lifetime
Generations
Centuries

Sneaking

Noise Level = $\text{D100} - [\text{Dex} + \text{Cool}]/2$, where Listener must roll under to hear

Environmental factors		Mod
Ground	<i>Rural</i>	
	Lawn, thick dust, dry sand	
	Grass, damp leaves, fresh snow, wet sand	
	Bushes, running water, marsh, thick mud	
	Rocks, steep slopes, dry leaves, still water	
	Woods, jungle, undergrowth, shingle, ice	
Mov rate	<i>Urban</i>	
	Carpet, sawdust	-20
	Cobblestones, paving stones, parquet	-10
	Floorboards, debris, rubble, door	-
Other	Stairs, window, marble floor, ladder	+10
	Gravel, old stairs, exterior shutter	+20
	Cautious	-
Mov rate	Standard	+20
	Running	+50
Other	Hailing, howling winds, thick walls	-30
	Driving rain, strong winds, thick doors, thin walls, listener is sleeping	-20
	Drizzling, fresh breeze, snowing, thin doors, listener distracted (<i>Blather</i>), footpads	-10
Other	Echoing chamber/canyon, court shoes (high-heels), smuggler boots (hollow-heels)	+10

~ 4 ≥ DoS indicates an *Amazing* feat, i.e. task is either completed **faster** (-1 unit of time) **or better** (+1 quality)

Volume	Types of noise vs. Hearing distance (yards)	≤ 9 yd	10-20	21-500
Soft	Whispering, keys turning, lock picking, covertly unsheathed weapons, heavy breathing, etc.	30%	-	-
Normal	Conversation, doors opening/closing, walking, rapidly unsheathed weapons, incantation...	60%	30%	-
Loud!	Combat, charging, shouting, screaming, searching rapidly, smashing doors, breaking glass, galloping horse, barking beast, roaring waterfall, booming explosion, mighty incantation...	100%	60%	30%

Take-up actions

Weapon size & type	Penalty
Daggers and pistols	-10 I to draw & attack
Hand weapons	-20 I to draw & attack
2h arms, shields & switching	1 attack to draw/strap
Bows	1 round to pull-out, brace & string
Armour	2 rounds per AP to don, 1 if Dex test passed

Surprised!

- Alert prey loses 2 *D10 Effective Initiative* for first round.
- Unwary victims must roll against their **Initiative**:
 - Pass: they're *stunned* (-10) / Fail: they're *prone* (-20)

Movement rates (in yards per round, i.e. per minute = x6)

M	Pace	Transport	Cau	Std	Run	MPH*
1	Crawling	Barge upstream	2	4	16	1
2	Slow	Barge downstream	4	8	32	1 ¾
3	Steady	Wagon / Boat	6	12	48	2 ¾
4	Brisk	Coach / Cog	8	16	64	3 ½
5	Athlete	Cart / Galleon	10	20	80	4 ½
6	Sprinter	Mule, Draft/Caravel	12	24	96	5 ¼
7	-	Sumpter, Rouncy	14	28	112	6 ¼
8	-	Palfrey, Destrier	16	32	128	7 ¼
9	-	Courser, Elven	18	34	136	8

Obstacles & Difficult Ground = ½ **Mov** + *Risk* test if **Std** (-10 if **Run**)
 * at *Standard* rate, where *Cautious* = ½ and *Running* = x4 speed

Situation	BS mod	Description
Shooting at a large mark	+10	Mark is bigger than 8 feet : roof, hay stack, barn door, sail, giant, ogre, troll, etc.
Sharpshooting		Marksman spends an entire round aiming (non-cumulative)
Shooting at a group	+5 per mark	A "group" exists when 2 or more marks are < 4 yards apart, e.g. 7 marks = +30 BS
Targeting a moving mark		Mark is moving but not consciously evading the marksman
Mark is behind <i>soft cover</i>		Mark is slightly hidden by long grass, undergrowth, trees or in a group of 3 or less
Shooting at a small mark		Mark is about 1 yard in size: window, barrel, sack, hay cock, etc.
Shooting in poor conditions	-10	Raining, gusting, poor light (fog, haze, twilight, moonlight), etc.
Marksman moving at <i>cautious</i>		Creeping along, from a trotting mount, from a rattling vehicle, from a bobbing vessel
Hurling an improvised missile		Hurling objects never designed to be thrown: stools, bottles, flasks, torches, etc.
Shooting off-hand		Characters are assumed to be right-handed. Irrelevant if character is <i>Ambidextrous</i> .
Taking a long shot	-10, -1 ES	See weapon's <i>Missile Table</i> for relevant ranges
Shooting an evading mark		Mark is running at full speed, but is also taking evasive action by zigzagging
Mark is behind <i>hard cover</i>		Mark is partly hidden by walls, battlements or a group of 4+ (if missed see below)
Shooting at a very small mark		Mark is about 1 foot in size: part of the body, lantern, keg, water skin, faggot, etc.
Taking a called shot	-20	Marksman aims for a specific part of the victim's body
Shooting in harsh conditions		Pouring rain, high winds, dark night (clouded moon), etc.
Marksman moving at <i>standard</i>		Walking, from a cantering mount, from a jolting vehicle, from a rocking vessel
Shooting at extreme range	-20, -2 ES	See weapon's <i>Missile Table</i> for relevant ranges
Shooting at a tiny mark		Mark is about 1 inch in size: arrow slit, rope, harness, strap, hand-held object, etc.
Shooting in dire conditions	-30	Complete darkness: moonless night, underground, etc.
Marksman moving at <i>running</i>		Running, from a galloping mount, a thundering vehicle, from a rolling vessel
Taking snap shots	-30, -1 ES	Doubles a weapon's rate of fire but <u>only</u> feasible if weapon's "Load/Fire" is 1

Missing a target within a group

- +5 **BS** for every group member after the first
- If the **BS** roll falls within this margin, then the missile has struck another group member
- Determine the victim by rolling appropriate dice

Attack's Effective Strength	Impact on armour	Damage to mark
<u>Lower</u> than mark's AP	Scrapes/Glances /Ricochets off	None and I test to spot shooter
<u>Equal</u> to mark's AP	Dents it/Stuck in	<u>Half</u> damage
<u>Higher</u> than mark's AP	Penetrates/Crushes	<u>Full</u> damage

Ulric's Fury

Doubles on a successful attack roll (**WS/BS**) indicates the blow:

- If parried, it ruins the parrying weapon (considered *improvised*)
- If not parried, it wounds but also damages armour, i.e. -1 **AP**
- If neither, it inflicts double damage!

Armour (body, limbs | head)

<u>Jerkin, Gambeson</u> <u>Cap</u>	1AP*	none
<u>Hauberk</u> <u>Coif, Kettle hat</u>	2AP*	no but heavy
<u>Brigandine, Scale</u> <u>Sallet</u>	3AP*	-5 I & Dex *^
<u>Plate</u> <u>Helm/Bascinet (c)</u>	4AP*	-10 I & Dex *^

*Cumulative (2 max) ^Per limbs & head doubled

Ranald's Curse

Doubles on failed attack roll indicate a blunder (cf. *Fumble Table*).

Damage to Arms & Armour

A weapon, shield or piece of armour is markedly damaged (-1 **AP**) if it:

- Suffers 10 damage or more
- Takes a blow from *Ulric's Fury* (see above)
- Parries a blow with *Ulric's Fury*, i.e. attacker's weapon is damaged

Trauma

If an injury exceeds victim's T, victim must test **T - damage** and check:

Area	Passed	Failed	Horrific failure
Head	Stinging	<i>Stunned</i> (-10 for D6 rounds)	Knocked Out! (<i>prone</i> for [10-T] D10 rounds)
Arm	Aching	Dead Arm (no actions for D6 rds)	Sprained wrist (drops item & incapacitated for D6 rounds)
Body	Pained	Gasping (miss next attack)	<i>Winded</i> (-20 for D6 rounds) & pushed back D6 feet
Leg	Twinge	Dead Leg (-10 I/WS, -1 M)	<i>Prone</i> (-20 all) & pass Dex test or drop hand-held items

Critical Hits

- Roll D100 here & refer to Critical Hit Effects
- Each critical hit also inflicts 1 **Insanity Point**

D100	+1	+2	+3	+4	+5	+6	+7	+8	+9
01-07	1	1	1	2	3	4	5	6	7
08-14	1	1	2	3	4	5	6	7	8
15-21	1	2	3	4	5	6	7	8	9
22-28	2	3	4	5	6	7	8	9	10
29-35	3	4	5	6	7	8	9	10	11
36-42	4	5	6	7	8	9	10	11	12
43-49	5	6	7	8	9	10	11	12	13
50-56	6	7	8	9	10	11	12	13	14
57-63	7	8	9	10	11	12	13	14	15
64-70	8	9	10	11	12	13	14	15	14
71-76	9	10	11	12	13	14	15	14	15
77-82	10	11	12	13	14	15	14	15	14
83-88	11	12	13	14	15	14	15	14	15
89-94	12	13	14	15	14	15	14	15	14
95-00	13	14	15	14	15	14	15	14	15

Injuries, healing & recovery

*Quality of care determined by result of *Heal* test: **awful** (21+) / **poor** (1-20) / **fair** (0-19) / **great** (20+)

W	Extent of injury	Pain	Physical effect	Risk of infection	Heal test*	First aid (D6 mins) = Int test	Day's rest / Night's sleep = T test	Rest/Sleep + 1-hour medi care = Int test
≥ 4	Lightly wounded	Sore	-	-	-	<i>Ow</i> /Ow+1/+1/+2W	<i>aches</i> /+1/+2/+3W	<i>puke</i> /+1/+2/+3W
2-3	Heavily wounded	Hurts	-1 / -10	<i>Easy</i> T test	-10	<i>faint</i> /Ow/+1/+2W	-1/ <i>chills</i> / <i>pain</i> /+1W	-1/ <i>puke</i> /+1/+2W
0-1	Severely wounded	Agony	-2 / -20	<i>Simple</i> T test	-20†	-1/ <i>unco</i> /Ow/+1W	-1W/ <i>deli</i> / <i>chills</i> / <i>pain</i>	-1/ <i>deli</i> / <i>puke</i> /+1W
< 0	Critically wounded	Numb	idem + Crit Table	<i>Routine</i> T test	-30†	idem +1 IP per critical	idem +1 IP per critical	idem +1 IP per critical

† Harder (-20) without medical instruments. *Ow* = **WP** or yells in pain. *Puke* = vomits. *Chills* = fever (-10 to next roll). *Faint* = collapses (**Str** 1 hit to random limb), wakes but *stunned* for D3 rounds. *Unco* = as *Faint* but KO for 6D10 rounds. *Deli* = delirious (**CI** test or +1 **IP**)
Victims can be revived by slapping but it's risky (-1 **W** to head) and unreliable (30%). Smelling salts are better (50%) and water best (80%).

Situation	WS	Other	Description
Prone target	+30	any limb	Unsuspecting or immobile foes are far easier to hit than those dodging, weaving & retaliating.
Overwhelming	+20	-	Attacking an opponent who is outnumbered 3 to 1
Charging		+1 dmg	<ul style="list-style-type: none"> Requires running at the opponent (tricky <i>Risk</i> test if obstacle or difficult ground) Advantages only apply to the first strike Chargers <u>can</u> parry and dodge but its tough (-20%)
Winning	+10	+10 I	If a fighter inflicts <u>or parries</u> more damage than his foe, he gains a precious edge <u>provided</u> he presses his advantage by advancing (difference in damage inflicted = feet advanced)
Flanking		-	Attacking an opponent who is outnumbered 2 to 1
Higher ground		-	Applicable to any attacker who is fighting from higher ground than his opponents: E.g. target is <i>floored</i> , attacker is mounted, atop a table, stairs or other higher ground.
Poor conditions		-	Situations where melee is <u>slightly</u> hampered: E.g. difficult ground (stairs, woods, debris, icy, sloped), dark night (clouded moon), etc.
Obstacle	-10	-	Opponents behind a hedge, low wall, furniture, pillar or similar obstacle, are harder to hit. In some cases, they can be impossible to hit but this penalty assumes that combat is possible.
Off-hand attack		-	Attacking with the off-hand (parries with the off-hand are unhindered)
Improvised		D2/3/4 d	Fighting with objects never crafted as weapons: e.g. jugs, rocks, stools, flasks, torches, etc.
Stunned fighter		-	Fighter is shocked due to surprise, fear or head trauma
Aimed strike		-	Striking a specific part of the opponent's body (<i>Strike to Injure</i> = -10 WS)
Difficult conditions	-20	-1 dmg	Situations where melee is <u>severely</u> hampered: E.g. subject is <i>floored</i> , cramped (ship, tunnel), waist-deep mud/water/snow, etc.
Chink in armor	-30	-	Stab/thrust at tiny gaps to bypass <u>outer</u> armour (<i>Strike to Injure</i> = -20 WS)
Dire conditions		-2 dmg	Situations where melee is <u>terribly</u> hampered: e.g. complete darkness, underwater, etc.

Attacking: *Bold, Swift or En Garde?*

	Attack	Parry	Dodge
<i>Bold</i> attack ¹ : Thrust/Hook	+10 WS	-20 WS	-20 I
<i>Swift</i> attack: Cut/Jab	-	-	-
<i>Defensive stance</i> ²	-20 WS	+10 WS	+10 I

¹ Cannot thrust at lateral targets (1 **Attack** to turn)

² Holds their attack for a parry, dodge or riposte

Unarmed combat

Proficiency	I	Attack	Dmg	Parry	Grapple
Unskilled	-20	-10 WS	D2	-30 WS	-10 WS
<i>Street Fighter</i>	-20	-	D3	-20 WS	-10 WS
<i>Wrestling</i>	-20	-	D2	-20 WS	-

Grappling

- Tricky unarmed attack where foe grappled if **Dex** test failed
- For each attack, wrestlers roll **Strength** tests ± **damage**:

Attacker	Victim	Effect
Passed	Passed	Violent deadlock...
Passed	Failed	Attacker locks (2D3W), throws or chokes
Failed	Passed	Victim breaks hold & escapes!
Failed	Failed	Clumsy stalemate...

Strike Mighty Blow

This skill allows attackers to strike their opponents with exceptional force (+1 **Strength**) but it requires such effort that it remains a rare tactic, i.e. limited to [**Toughness**] strikes per turn.

Aspects	Parry (most fighters)	Specialist Weapon: Parry	Unskilled dodger	Dodge Blow
	A blow cannot be dodged and parried, i.e. victims can only choose 1 form of defence			
Requires	1A @ full WS	1A but WS +10 to <u>off-hand</u> parries	1A @ I-20	"free" @ full Initiative
Avoids	Parrying weapon's damage + defender's <i>Effective Str</i>		All damage inflicted	
Consequence	+10 WS to defender's next attack (Riposte) if <i>Winning</i>		-20 WS to attacker's next attack (<i>Defensive stance</i>)	
Further attempts that round	Multiple parries are possible		No	Yes , but 1A & @ I-20

Feinting

- Attacker strikes (1A) and seems to miss but in fact he's trying to draw his target (opposed **WS** test)
- If successful, the victim is left dangerously exposed to their attacker's next strike, i.e. *prone* (+30 **WS**)

Recovering weapons/items in combat

- Recovering a nearby (< 10 feet) item requires 1 **Attack**
- Every foot reached for the item costs 10 *Effective Initiative*
- Other actions are possible in the same round provided the character possesses further **Attack(s)**

Technique	Description	Requirements	Effects
<i>Fighter's lock</i>	Attacker neutralises his victim's weapon by binding it	bind = a <i>tough</i> parry (tricky if <i>Disarm</i>) & victim fails opposed Dex test where <i>Disarm</i> = +10 maintain = requires an Attack per round escape = an Attack & win opposed Dex test	Both aggressor and victim are limited to unarmed and/or off-hand attacks. Also combat now counts as <i>poor conditions</i> (-10 WS) and <i>Dodge Blow</i> is impossible!
<i>Noble's rebuke</i>	Attacker disarms his opponent	snag = a <i>tough</i> parry (tricky if <i>Disarm</i>) disarm = opposed WS (<i>Disarm</i> = +10 WS)	If the attacker wins, the victim's weapon is flung 2 D6 feet in a random (D8) direction...
<i>Brigand's kiss</i>	Attacker ensnares his foe's blade to break it	ensnare = a <i>tough</i> parry (tricky if <i>Disarm</i>) break = an Attack + a <i>tough Str</i> test (standard if sword-breaker against a bladed weapon)	The victim's blade bends, then suddenly snaps! Broken swords count as <i>daggers</i> and broken daggers count as <i>improvised weapons</i> !

Fighting withdrawal

- Retreats at *Cautious* rate and left on the *Defensive* (stance)
- Opponents who pursue gain the advantage of *Winning*

Fleeing from combat

- Fleeing is faster but each foe gains **final stab** (free attack)
- Routers cannot parry or dodge but escape, if they survive
- If router skilled at *Fleeing* foes must pass **I** test for final stab

Mounted combat

- Charging delivers a massive impact, i.e. a rider's first blow is struck with **Strength equal** to his steed's **Mov**!
- Better, riders always gain +10 **WS** when striking infantry
- But parrying is tricky (-10 **WS**) on the right flank and tough (-20 **WS**) on the left flank unless it's shielded
- Worse, dodging incoming blows is hard: -30 *Ride* test
- Worst, horses spook easily, i.e. noise, fire, injury = *Ride* test