Combat

Combat counts as a form of **Prolonged Conflict.** Although combat can, in principle, be resolved using the **Generalised Resolution** (above) this tends towards a quite abstracted battle. The default assumption in *Spellwoven* is that playing groups will prefer to use the combat-specific rules presented here. This involves using weapons, armour and a wounding system.

Action Rounds

Combat is divided into a succession of **Action Rounds**. An Action Round is an arbitrary period of time in which all Characters and opponents involved in a contested situation are allowed one **Action**.

Order of Actions: Initiative

Initiative determines the order of **Actions**. *Spellwoven* uses a 'Momentum Initiative' system. Initiative is rolled for each Character **once** at the start of a conflict. Highest goes first.

Roll 3d10 against Manoeuvre. Count up successes. Add these successes to Manoeuvre Skill Rank to obtain Initiative.

Use the Quickness Base Trait instead if you lack the Manoeuvre Skill.

NPCs use Prowess.

The Initiative score carries over into the next round, where: **1)** if a Character succeeds on their action, their Initiative score gains +1, and **2)** if a Character fails on their action, their Initiative score decreases by -1 on the next round. Initiative cannot drop below zero. Resolve ties by using opposing d10 rolls (whoever rolls lowest acts first).

Order of Actions: Cooperation

This option is available to **Player Characters**. Sometimes, Players may wish to plan a number of cooperative actions in sequence. Cooperation allows this. You can only cooperate if you have an Initiative value of 5 or higher. Any number of Players at the table can opt to Cooperate together. In this situation: **1)** all Characters involved act on the highest Initiative score among them, and **2)** at the end of the round each cooperating Character loses -5 Initiative.

1 — Determine Initiative

Initiative is rolled for each character once at the start of a fight only.

Initiative determines the order of **Actions**. *Spellwoven* uses a 'Momentum Initiative' system. Initiative is rolled for each Character **once** at the start of a conflict. Highest goes first.

Roll 3d10 against Manoeuvre. Count up successes. Add these successes to Manoeuvre Skill Rank to obtain Initiative.

Use the Quickness Base Trait instead if you lack the Manoeuvre Skill.

NPCs use Prowess.

The Initiative score carries over into the next round, where: **1)** if a Character succeeds on their action, their Initiative score gains +1, and **2)** if a Character fails on their action, their Initiative score decreases by -1 on the next round. Initiative cannot drop below zero. Resolve ties by using opposing d10 rolls (whoever rolls lowest acts first).

2 — Take an Action

The Character with the highest Initiative goes first, then next highest, then next.

Below are some typical actions. However, what is permissible in a fight is at the discretion of the Gamesmaster. This is not an exhaustive list.

Move: A Character might move from one place to another. Movement does not usually require a skill test. However, a skill test can be called for at the Gamesmaster's discretion. Use **Speed** to reach someone or something quickly. Use **Manoeuvre** for anything acrobatic or otherwise physically complicated.

Spellwoven doesn't assume use of miniatures in combat (although, obviously this is an option for your group if you want). Instead, track Character engagement with a fight using three Proximities. **Engaged** (actively fighting in hand-to-hand combat), **Nearby** (near the fight, but not at hand-to-hand distance) and **Distant** (still within bowshot and line of sight). It takes **one action** to move from Nearby to Engaged; **one action** to move from Distant to Nearby; and **two actions** to move from Distant to Engaged (or *vice versa*).

Talk: Social Skills can be used to talk down a situation, create a distraction, trick an opponent, intrigue an opponent, or prevaricate until help arrives. Use an opponent's **Presence Defence** as a Difficulty.

- You could talk down a situation to encourage two aggressive town guards to leave you alone.
- You could create a distraction, causing an opponent to act last in the Action Round, or maybe even lose their turn entirely (at Gamesmaster's discretion).
- You could trick an opponent. When confronted by brigands, you could try to convince them there's no point in attacking you, because a much richer merchant caravan is just coming up the road behind you.
- You could use a social skill to delay and prevaricate, either in the hope than an opponent will lose interest, or, while waiting for help to arrive, or whilst undertaking some other quiet plan.
- You could use social skills to intrigue an opponent. Especially in the case of a creature or person of power and cleverness--a dragon or ancient sorcerer--they might be quite willing to listen to some stories or riddles, if it alleviates their boredom.
- You could use social skills to parlay, and suggest an alliance rather than a fight, or offer some bribe or endorsement to leave you alone.

Use a Talent: You may have access to **Talents** that can be used as **Actions** during combat. How to use a Talent is described in the relevant **Mastery-at-Arms** or **Skulduggery** sections.

Attack: Pick an opponent who is within range. Test a **Fighting Skill** using the opponent's **Quickness Defence** as Difficulty. If you equal or beat the Quickness Defence, the blow lands.

3

Resolve Wounds

If you used a Fighting Skill to attack, and you hit, you resolve injury.

Menace: All weapons have a menace score, typically from 2-9, though this value can exceed 9.

Roll 3d10 against Menace.

Each score that is equal or lower than the Menace value increases the level of Wound by one.

Glance	No successes
Shallow	One success
Deep	Two successes
Grievous	Three successes
Felling	Four successes
Mortal	Five Successes

4

Next Round

Characters act in order of Initiative, modified by +1 (success) or -1 (fail)

Once all characters and creatures in a fight have acted, a new Action Round starts. Initiative is no re-rolled. Instead, add +1 to your Initiative if you succeeded on an skill test, or deduct -1 from the Initiative if you failed at a skill test. An action that required no skill test does not modify the Initiative score.

Weapons

Weapons are allocated to (usually) one or (sometimes) two **Fighting Skills**. For instance, a *dagger* is paired with the *One-Handed Slash Skill*. A *handaxe* is used paired the *One-handed Hack* skill. Some weapons can be used across two Skills. A *hand-axe* can also be *Thrown*. A *broadsword* can be used as a *One-handed Slash* or *Two-Handed*.

Wounding

If you succeed on your attack, you then you roll for **Wounding** using the weapon and **Menace**. Roll 3d10 against the weapon's **Menace**, where each success increases the severity of a **Wound** by one level (Effort can be spent to add bonus successes, as per usual).

Character Defeat

Defeat comes when a Character suffers either a **Felling** or **Mortal** blow, or choses to surrender or flee. A Felling blow will merely incapacitate a Character. A Mortal blow kills outright.

Winning the Fight

It is unusual for opponents to be willing to fight to the very last. More typically, a side will break, and either run or surrender if they are clearly losing, or if something frightening or major happens in the fight (such as a leader being killed, reinforcements arriving, or a magician conjuring up a particularly terrifying spell).

Resolving Injury

Spellwoven uses a system of **Wounds** to track physical injuries, such as from fighting. As a roleplayer, you might be more familiar with hit point based systems. In a Wounding system any wound can plausibly kill.

Menace

Weapons have a **Menace** rating. Menace scales from 1 to 9, although most melee weapons in the game will fall into the 3 to 7 range. Using edged weapons as an example, Menace scales up for more dangerous weapons.

Eating Knife	Menace two
Dagger	Menace three
Long knife	Menace four
Shortsword	Menace five
Longsword	Menace six
Great sword	Menace seven

When injured in a fight, Characters receive a **Wound**. The seriousness of the wound is established by the attacker rolling 3d10, aiming to roll equal to or under the **Menace** of the weapon being used. A rolled value less than or under the Menace counts as a success. A roll of 1 counts as two successes. Successes are summed to determine the Wound severity. Wounds have six levels.

Glance	No successes
Shallow	One success
Deep	Two successes
Grievous	Three successes
Felling	Four successes
Mortal	Five Successes

Both Felling and Mortal wounds are special case. A single **Felling Wound** incapacitates a Character, so that they can take no more actions until tended to by a healer (or they heal naturally). Note that a Character can absorb multiple **Felling Wounds** without dying, assuming they have slots to do so. A single **Mortal Wound** results in death.

Wound Overflow

Whenever a Character suffers a Wound, it is marked off on their Wound track by crossing off a slot. Make sure to cross off slots lightly, as these can be healed (i.e. there is no reason to black out a slot permanently, when injured). Note that **Glancing Wounds** are not tracked, as they represent mere bumps and scrapes.

If you don't have any slots left for a given Wound level, the Wound flows onto the next category. If that Wound has no spaces left, the Wound flows onto the next Category and so forth.
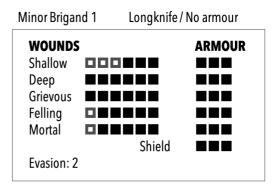
Here is an example. This Character has suffered two Shallow Wounds, Three Deep Wounds and two Grievous Wounds. They have not yet suffered a Felling or Mortal Wound.

- If the next blow results in a Shallow Wound, then this is marked on the track, as there is space for two more Shallow Wounds.
- There are no Deep or Grievous slots left. A Deep Wound would flow to Grievous, and then onto Felling. A Grievous Wound would flow direct to Felling.
- A Felling Wound would be marked and result in the Character being incapacitated.
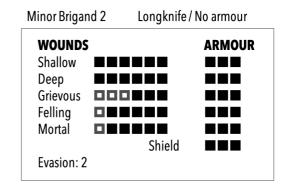- A Mortal Wound will kill the Character.

Shallow	☒ ☒ ☐ ☐ ■ ■
Deep	☒ ☒ ☒ ■ ■ ■
Grievous	☒ ☒ ■ ■ ■ ■
Felling	☐ ■ ■ ■ ■ ■
Mortal	☐ ■ ■ ■ ■ ■

Incidental Characters

Incidental Non-Player Characters have a simplified Wounding System to help ease book-keeping for the Gamesmaster. Non-Player Characters might lack **Shallow**, and/or **Deep** and/or **Grievous Wound Slots**. A wound dealt to a 'missing' category flows onto the next level. Usually, such a Character would *also* lack armour in a Wound Slot they do not have, but this is at the discretion of the Gamesmaster. Minor Characters would typically still have seperate **Felling** and **Mortal Wound Slots**, so can still be knocked out, incapacitated or killed with a single blow. Here is an example of a minor Character who lacks both Deep and Grievous Wound slots.

Minor Brigand 1   Longknife / No armour

WOUNDS		ARMOUR
Shallow	☐ ☐ ☐ ■ ■ ■	■ ■ ■
Deep	■ ■ ■ ■ ■ ■	■ ■ ■
Grievous	■ ■ ■ ■ ■ ■	■ ■ ■
Felling	☐ ■ ■ ■ ■ ■	■ ■ ■
Mortal	☐ ■ ■ ■ ■ ■	■ ■ ■
Shield		■ ■ ■

Evasion: 2

Here's another minor Character, except that this Character lacks Shallow and Deep wounds. This second Character would be (slightly) harder to kill than the first example. This is because in the first example, the Character can take three Shallow Wounds, but just a single Deep or Grievous Wound would flow automatically to Felling. In the Second example, the Character could take up to three Shallow, Deep or Grievous Wounds before the next wound flows to Felling.

Minor Brigand 2   Longknife / No armour

WOUNDS		ARMOUR
Shallow	■ ■ ■ ■ ■ ■	■ ■ ■
Deep	■ ■ ■ ■ ■ ■	■ ■ ■
Grievous	☐ ☐ ☐ ■ ■ ■	■ ■ ■
Felling	☐ ■ ■ ■ ■ ■	■ ■ ■
Mortal	☐ ■ ■ ■ ■ ■	■ ■ ■
Shield		■ ■ ■

Evasion: 2

Armour

Armour has a **Soak**, which represents how many blows it can withstand.

Soak slots 'stack' from any armour worn.

but

Soak cannot exceed 3 per Wound Level.

Armour provides protective soak slots. Here are some examples of the protective values for some types of armour:

Heavy Fur Cloak	S 2 / D 1 / G 0 / F 0 / M 0
Scale Tunic	S 1 / D 1 / G 1 / F 1 / M 0
Quilted Tunic	S 3 / D 0 / G 0 / F 0 / M 0

If you were wearing all three items, then you would have a **Shallow Wound Soak of 3** (2 + 1 + 3, but tops out at three), a **Deep Wound Soak of 2** (1 + 1), a **Grievous Wound Soak of 1** (1 from Scale TUnic), and an **Felling Wound slot of 1** (1 from Scale Tunic) and no Mortal Wound soak. When marking this on a Character Sheet, you black out the slots you don't have access to.

Shallow	▢▢▢
Deep	▢▢■
Grievous	▢■■
Felling	▢■■
Mortal	■■■

Armour Soaks act like extra levels of Wound Slots, except that they (1) do not overflow, and (2) must be marked off before Wounds are taken.

- When you take an injury, first check if there is an Armour Soak available. If so, mark the Wound against the Armour Soak.
- If there is no Armour Soak Available, the injury moves to the relevant Wound Slot instead.
- Wounds only overflow to Wounds. A Wound can't overflow back to an empty Armour Soak down the ladder.

Evasion Penalty

Wearing increasingly heavy levels of armour penalises your ability to dodge attacks. For every **five slots of armour worn** (excluding shields) **Quickness Defence** is reduced by 1. This penalty cannot reduce Quickness Defence below zero.

Armour Penetration

If the attacking Character rolls a triplet (all dice are the same value) on *either* the **Fighting Skill** or their **Menace** check, and the attack is successful, then all armour and/or shields are ignored. The blow goes straight to causing a Wound.

Shields

Shields come in three sizes, **Small**, **Medium** and **Large**. Small Shields have 1 Soak, Medium have 2, and Large have 3 Soaks.

- Shields can be used to catch any blow from any Wound Level.
- You do not need a successful skill test roll.
- You simply declare that you will catch the blow on the shield, and mark it off against the Shield
- Shields that lose all their soaks are considered destroyed
- Shields that have lost only part of their Soaks can be repaired, albeit by a professional armourer

Healing & First Aid

First Aid

Characters can use their **Healing Skill** to attempt to staunch or reduce the severity of a wound. The Character attempting the first aid tests against their Healing Skill and counts successes. Healing takes a full action during an Action Round, always happens last in the round, and at the Gamesmaster's discretion might be disrupted if the Healing Character takes an injury whilst trying to apply first aid.

The Healing Skill can only be applied to a Character once every twenty-four hours. The healed Character must be inactive for 1 hr after Healing is applied for the healing to work.

One success
Reduce one wound by one severity
(flows until there is a free space)
and all subsequent bleeding is stopped, if relevant.

Two successes
Reduce two wounds by one severity (as above) and all subsequent bleeding is stopped, if relevant.

Threes successes
Reduce three wounds by one severity (as above) and all subsequent bleeding is stopped, if relevant.

Shallow Wounds healed in this way will heal entirely.
etc.

So, two successes could be used to remove two Shallow wounds entirely, or remove one Shallow Wound and reduce a Deep Wound to Shallow, or reduce two Grievous Wounds to Deep etc. There is no benefit from scoring more successes than a Character has wounds.

The gist of the first aid system is that Healing can stop a Character from dying, and it can remove enough wounds to allow a Character to become mobile, or remove penalties associated with too many wounds, but it does not allow a mortally wounded Character to jump up and keep fighting.

Natural Recuperation

Characters heal naturally overtime. Rest restores one's health more quickly.

Bedrest: With bedrest Wounds heal naturally by sliding up the scale by one level **every three days**. **Felling** wounds become **Grievous**, **Grievous** become **Deep**, and **Deep** become **Shallow**. **Shallow** disappear entirely. Make the change to a Character Sheet at dawn after the third night.

Light activity: Under light activity (no heavy labour or fighting), the healing process takes **five days**.

Heavy Activity: Under heavy activity (may involve fighting or hard labour), the healing process takes **seven days**.

Worked Combat Example

A group of four outlaws have stepped out of the greenwood on either side of a country road. They demand that Tobias and Gunnafrew accompany them to a 'pleasant feast' in the woods.

The Players don't want to go along with this, and say so. The outlaws smirk and ready their weapons.

1) Determine Initiative: Roll 3d10(X) for each Character where X is Manoeuvre (or Quickness, if you don't have Manoeuvre). NPCs use Prowess.

GM: *There are four outlaws. They have Prowesses of 4, 4, 5 and 8. So... The first outlaw: I'm testing against 3d10(4) now. I get a 4, 4 and 6. That's two successes. Four plus two is six.*

The GM rolls 4, 4, 6 against 4 (2+4=6); 1, 3 8 against 4 (1s count for two successes, so 3 + 4 = 7); 6, 7 10 against 5 (0+5 = 5) and 1, 1, 10 against 8 (4 + 8 = 12).

Sara: *I'll roll. I've rolled a 2, 3 and 4 against my Manoeuvre of 5. Yes! Three successes. That's an Initiative of 8.*

Jeremy: *I don't have Manoeuvre as a Skill, so I need to roll against Quickness instead. That's three. So, let's see... 8, 8 and 10. No successes for me. I'll act on an Initiative of 3.*

GM: *I'll declare an action for the first outlaw on Initiative 12.*

2) First Attack: the Gamesmaster declares an action by one of the opponents.

GM: *The outlaw leader is acting first. She readies her longsword and moves to attack Gunnafrew.*

The outlaw leader has a One-Handed Slash Skill of 5. The Gamesmaster rolls a 3, 4 and 6. That's two successes. Gunnafrew has a Quickness Defence of 3. Three is higher than two. The attack does not succeed, and flies wide. The outlaw leader's Initiative drops by one, and will be 11, next turn.

GM: *Let's see. We have NPC actions on 7, 6 and 5. Gunnafrew will act on 8. So, she goes next.*

Sara: *Gunnafrew uses her quarterstaff to strike at the leader. My Polearms Skill is 5. I've rolled a 4, 4 and 4. That's lucky.*

GM: *The outlaw leader's Quickness Defence is only two. You hit. Also, a triplet will bypass armour. Roll for Menace.*

As this attack was a successful action, Gunnafrew's Initiative increases from 8 to 9 (8+1).

Sara: *My Quarter-staff has a Menace of 4. I roll a 2, 4 and 8. Two successes... so that's a Deep Wound.*

The Gamesmaster marks this off on the 'stat block' for the outlaw leader. The leader has one 'soak' of Armour on Deep, and this is marked off.

The GM then determines actions for the outlaws acting on Initiatives 7, 6 and 5. The outlaws acting on 7 and 6 both have bows, and opt to shoot at Tobias. These both hit and cause one Shallow Wound each.

Jeremy: *Tobias has three armour soaks on Shallow. I'll mark those off.*

Tobias is not injured, but he has lost two armour soaks from his Shallow Wound Level. He only has one armour soak left.

Both of these attacks are successes, so these two outlaws increase their Initiatives to 7 (6+1) and 8 (7+1).

The final outlaw uses a short sword to close and attack Tobias, but missed. His Initiative decreases from 5 to 4 (5-1).

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Now Tobias can act on Initiative 3.

Jeremy: *Tobias the Greyhood will move to attack the nearest outlaw. I'm going to use my battle-axe to attack. I have a Two-handed skill of 8. Ah. Hm. I've rolled a 8, 9 and 10.*

GM: *That's a miss. The outlaw with a short sword has a Quickness Defence of two.*

Jeremy: *I'm going to use Feint and roll again.*

Feint is a **Talent** in **Mastery-at-Arms**. It allows a Player to re-roll any one attack per Combat, but the second roll must be used.
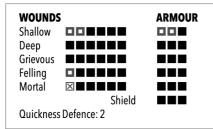
Jeremy: *That's better. A 1, 5 and 7. That would be four successes (2+1+1).*

GM: *That's a hit.*

Jeremy: *Rolling on a Menace of 7. That's a good roll. 1, 1 and 4. That's five successes. What Wound Level is that? (checks his Character sheet). Mortal Wound!*

GM: *Okay, that's an immediate kill. You swipe the outlaw's head clean off his neck. The other outlaws all pause and look a little worried. One of them turns pale, and you think he might be trying to stop himself retching.*

Outlaw (with short sword)

WOUNDS		ARMOUR
Shallow	☐☐☐■■■	☐☐■
Deep	■■■■■■	■■■
Grievous	■■■■■■	■■■
Felling	☐■■■■■	■■■
Mortal	☒■■■■■	■■■
Shield		■■■
Quickness Defence: 2		

Because this was a successful attack, Tobias Initiative increases from 3 to 4.

GM: *Okay. The outlaws are reassessing a bit. Next round. The outlaw leader doesn't attack. She looks angry. Instead of attacking, she takes out a hunting-horn. It looks like she is planning to blow it and call for help. If you don't take her down by the end of this Action Round, she will blow the horn. The other two outlaws continue to use their bows and stay at a distance. Sara, I think Gunnafrew acts next on Initiative 9?*

Sara: *Yes. I attack with my quarterstaff again. Let's see, 3, 6 and 7... against Skill 5. I need two successes to hit, don't I?*

GM: *Yes.*

Sara: *I'm going to spend a point of Effort and increase that to two successes then (1 success +1 from Effort).*

GM: *That's enough to hit.*

Sara: *I roll a 3, 4 and 4 against a Menace of 4. That's three successes.*

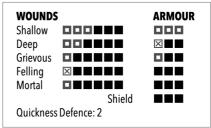*GM:* *That is a Grievous Wound, but the Outlaw Leader has a slot of armour there.*

Sara: *I want to spend another point of Effort and increase the successes from three to four. Hopefully she doesn't have any Felling armour soaks.*

GM: *You're sure you don't want to spend two Effort and increase the blow to Mortal?*

Sara: *No. I'm running out of Effort. And the leader might have armour on Mortal anyway. I just want to try Felling.*

GM: *You're lucky. She doesn't have any armour soaks on Felling. The Felling blow lands, and the Outlaw Leader falls to the ground, unconscious.*

Outlaw Leader (unconscious)

WOUNDS		ARMOUR
Shallow	☐☐☐■■■	☐☐☐
Deep	☐☐■■■■	☒■■
Grievous	☐■■■■■	☐■■
Felling	☒■■■■■	■■■
Mortal	☐■■■■■	■■■
Shield		■■■
Quickness Defence: 2		

GM: *The two archers decide to cut and run. They're far enough away that you can't stop them. You now have an unconscious outlaw on the ground, a dead outlaw with no head, and two men who you suspect might be off to fetch help. What do you want to do?*

Optional Combat Rules

The following are some Optional Rules for combat. It is the Gamesmaster's decision which rules are to be included or excluded. However, it is best to discuss this with Players before play.

Ambushes

In the case of an ambush, allow the surprised party to **Test their Senses**. Usually, this is at Normal Difficulty (Difficulty 1), but the pass condition is at the Gamesmaster's discretion. Any Characters who fails their **Test of Senses** are open to 'free attacks' by the ambushers. However, only one attack per ambusher is allowed. A 'free attack' is a bonus attack that is directed against Quickness Defence as normal.

Attack of Opportunity

If a Character decides to disengage from a battle, flee or is otherwise distracted elsewhere, any nearby Characters can be permitted a free attack of opportunity at the Gamesmaster's discretion. This 'free attack' is directed against **Quickness Defence** as normal.

Blackpowder Weapons

If you are including blackpowder weapons (flintlocks, wheellocks, carbines, muskets etc) in your game, you can employ the following. **1)** It takes one full action to load and prime a blackpowder weapon. **2)** Any wound inflicted by a blackpowder weapon is **dealt to both the appropriate Wound Slot and Armour Slot simultaneously**. This is intended to mimic the slow load-time and armour piercing qualities of these weapons.

Death at the Player's Discretion

You can leave it to the Player's discretion whether or not a Player Character dies due to a Mortal Blow. In this approach, if the Player doesn't wish their Character to die, then the Character will be incapacitated, but will recover in the normal course of healing. This is more in line with cinematic games or stories where the main characters have 'plot armour', so to speak. It may also gel better with some groups who don't like the idea of a much-beloved Character dying without warning. It's always best to discuss this as a group at the outset of a game. Will you allow instant death due to a Mortal Wound, or will you consider a Mortal Wound to be merely incapacitating for Players? The exact preference may differ for each Player.

Death Most Heroic

You can allow Players to trigger a **Heroic Death** at the point when they would otherwise be incapacitated or killed. When triggered, your Character becomes almost supernaturally animated and can take any injury (within sensible reason) until the end of the combat. They also get a bonus +3 successes to *all dice rolls* for the remainder of the battle. However, the Character is doomed to die at the end of the conflict. This is intended to mimic a 'heroic last stand' end for a Character, which is a trope in fantasy books, as well as myths.

If you are using Heroic Deaths in your game, and a Player doesn't trigger a Heroic Death, then a Character cannot die unless Heroic Death is triggered. Instead, a Character is merely incapacitated and will eventually recover, or simply dies outright (if the Player wants that outcome: sometimes Players get bored with a Character and decide they'd rather create someone new to play).

Encumbrance

Wearing a lot of armour will eventually make you encumbered and easier to hit. You can rule that this results in a Quickness Defence penalty.

**Add your total Armour Soaks
(don't include shields)
Every six soaks causes a -1 Evasion Penalty**

6 slots = -1 | 12 = -2 | 18 slots = -3

Intentional Incapacitation

Whenever a **Mortal Wound** is rolled, you can give the attacker the option of leaving the Character incapacitated rather than killed outright (i.e. in effect, reduce the wound to **Felling**). Sometimes, Characters might be attempting to take prisoners rather than kill. If it seems likely that a blow could still kill by accident, then you can require a **Test of Quickness** (difficulty level at the Gamesmaster's discretion) to 'pull' the blow and avoid causing death.

Maiming

If you suffer a number of wounds exceeding your **Fortitude** (regardless of the wound severity), then all of your subsequent skill tests except for basic movement (walking, running) and defensive actions are tested at **Disadvantage** until fully healed.

Outnumbering

A Character that is outnumbered by attackers performs all **Tests of Skill** at a **Disadvantage**.

Over-swing

If you attack with a **Very Heavy weapon** and miss, then you will leave yourself open, and the next attack against you will be at **Advantage**.

Ranged Actions First

You can decide that all Ranged Attacks are to be declared and resolved before hand-to-hand attacks. This effectively splits the Attack Phase into two sub-phases. 1. Ranged attacks. 2. Hand-to-hand combat.

Shields & Arrows I.

Shields tend not to be as useful against arrows as might be imagined. This is because an arrow will punch straight through the shield and into an arm or chest. You can implement a rule that an arrow can still be caught on a Shield, but the wound is reduced to Shallow, rather than stopped entirely.

Shields & Arrows II.

A Character can catch catch any number of arrows on a shield, but each time they need to make a **Test of Manoeuvre**, either **Normal** or more difficult at the Gamesmaster's discretion.

Shield in the Way

Shields help deflect blows, but a shield also makes it harder to attack cleanly. If using a light shield there is no penalty to attack rolls. If using a Medium or Heavy Shield, your next Attack roll (Test of Skill) after a successful block with your Shield is at **Disadvantage**.

Situational Modifiers

If a Player Character is fighting at a strong disadvantage or advantage, the Gamesmaster can optionally declare any given Skill Test to be at Advantage or at Disadvantage.

Wound Limit

If you suffer **twelve wounds** (regardless of the severity), you are incapacitated and cannot move until receiving a successful **Healing** action (see below for details).