

Melee Quick Reference

Turn Summary

1. Initiative – 1d6, high roller decides who moves first
2. First Player Moves
3. Second Player Moves
4. Actions – From highest AdjDEX to lowest
5. Forced Retreats
6. Place Counters

Actions when Disengaged

- Move more than half MA and take no actions
- Move up to half MA and
 - Charge and attack
 - Dodge
 - Drop prone or kneel
- Move two hexes and swap weapons
- Move one hex and attack with a missile weapon
- Move no hexes and stand up

Actions when Engaged

- Shift one hex without disengaging and:
 - Attack
 - Defend
 - Drop a weapon and ready a new weapon
 - Attempt to enter Hand to Hand Combat
 - Disengage
- Stand still and:
 - Take a final ranged attack if engaged during this turn's movement phase
 - Stand up
 - Pick up a weapon

Actions in Hand to Hand Combat

- Hand to Hand Attack
- Attempt to draw slung dagger (roll d6, success on 1-3)
- Attempt to disengage
 - no movement
 - roll 1d6
 - if dex > than foe dex, success on 1-3
 - if dex < than foe dex, success on 1

Attack Rolls

- Attacker rolls 3d6
- roll an extra d6 if the target is Defending
- If the total is equal to or less than attackers AdjDEX, the attack hits
- 3 always hits, triple damage
- 4 always hits, double damage
- 5 always hits
- 16 always misses
- 17 always misses, and attacker drops weapon
- 18 always misses, and the weapon breaks

DEX Adjustments

- Striking from side: +2
- Striking from behind: +4
- Striking with a pole arm against a charge: +2
- Using 2 weapons: -4 each
- Attacker took 5 hits at once in this or preceding turn: -2
- Attacker at 3 STR or less: -4
- per hex thrown range: -1
- 3-4 mh missile range: -1
- 5-6 mh missile range: -2

When attacked in Hand to Hand

- target rolls 1d6:
- 1-2 – target drops weapon/shield, attacker and target both prone in target's hex
- 3-4 – target drops weapon/shield and draws dagger, if he has one, attacker and target both prone
- 5 – target does not drop weapon, attacker backs up to the hex he came from, no hand to hand occurs
- 6 – (reroll a 6 if the attack comes from directly behind) target does not drop weapon, and gets an automatic hit on the attacker, attacker retreats as on a 5, no hand to hand occurs

Melee Weapons

Weapon	Damage	STR Req
Dagger	d6-1/d6+2	-
Main-Gauche	1d6-1	-
Rapier	1d6	9
Club*	1d6	9
Hammer*	1d6+1	10
Cutlass	2d6-2	11
Short Sword	2d6-1	11
Mace*	2d6-1	11
Small Axe*	1d6+2	11
Broadsword	2d6	12
Morningstar	2d6+1	13
Greatsword^	3d6-1	14
Battle Axe^	3d6	15
Javelin*#	1d6-1	9
Spear*^#	1d6+2	11
Halberd^#	2d6-1	13
Pike Axe^#	2d6+2	15

* - weapon can be thrown

^ - two handed weapon

- pole arm

Missile Weapons

Weapon	Dmg	STR Req	Rate
Thrown Rock*	1d6-4	-	1
Sling	1d6-2	-	1
Small Bow^	1d6-1	9	1 (2 dex 15+)
Horse Bow^	1d6	10	1 (2 dex 16+)
Longbow^	1d6+2	11	1 (2 dex 18+)
Lt Xbow^	2d6	12	½ (1 dex 14+)
Hvy Xbow^	3d6	15	½ (1 dex 16+)

* - you can always pick up a rock!

^ - two handed weapon

Armor and Shields

Armor	Defense	MA	DEX
None	0	10	0
Leather	-2 hits	8	-2
Chain	-3 hits	6	-4
Plate	-5 hits	4	-6
Small Shield	-1 hits	-	0
Large Shield	-2 hits	-	-1
Main-Gauche	-1 hits	-	-2