Vivat Regina

How Stuff Works

Tests

Simple - A test roll occurs when the character attempts an action without resistance from another. e.g. binding wound, shooting target, remaining sane in the face of creeping supernatural horror.

The GM determines how hard any given action is by assigning it a **Difficulty** Number. Dice roll mods such as General Ability's Pool Points spends may occur in addition to that number, to result in a 'target number to succeed'.

Contests - Each opponent rolls in turn until one fails, and loses e.g. Physical contests such as a chase[1] - the failure is a catch, or escape, depending on who lost.

Difficulty:

Difficulty ranges from 2-8 or more where 2 is trivial and 8 is heroically difficult. Unmodified, 2 offers only a slim chance of failure but 7 or 8+ is impossible without pool points of expertise added.

3 Fair	Familiar tasks, approaches and behaviour. 'Target die rolls' often start here.
4 Very	Tasks that would challenge the average unskilled person.
5 Great	Tasks that would challenge a person with only basic training.
6 Immense	Skilled professionals are cautious.
7 Fiendish	You can't do task of this level without training and preparation.
8 Heroic	All the above.
9 or more…	Frankly, usually something to do with Migickians.

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[1] In a chase the one who bolts first goes first. Where folks act simultaneously the one with lowest rating in the relevant ability goes first. If a tie then supporting characters go before PCs. If PCs tie then last to arrive at this session goes first. Typical difficulty is 4. Diff's can be different for the contestants.

Combining PCs Abilities

Piggybacking

PCs act in concert to perform a task together, designate one to take the lead. e.g. infiltrating a facility through the least observed route. The Lead makes a simple test, spending any number of her own pool points toward the task, as usual. All other characters pay 1 point from their relevant pools in order to gain the benefits of the leader's action but these points are not added to the leader's die result.

Lead - makes the difficulty roll using her own pool points.
Other PCs - pay 1 point each from their appropriate pool to gain the benefit of the lead's result.
Other PCs without points - for each one the difficulty for lead to roll increases by 2.

Cooperation

PC's act together. Agree who is lead in the task but contribute points together with the same ability.. E.g. fixing a car, researching an old text. The leader may spend any number of points from her pool, adding them to the die roll. The assistant may pay any number of points from his pool. All but one of these is applied to the die roll.

Lead - will make the difficulty roll with her pool points, and …
Other PC's - assist by adding their pool points -1 to the Lead's points.
Other PC's without points - cannot contribute.

Zero-sum contests:

Positive contest to gain a benefit - highest wins - PCs secretly add pool points before roll
Negative contest to receive a bad thing - lowest loses (gets impact) PCs secretly add pool points before roll

Add more points in secret if tied.

General spends

No difficulty check but the task takes effort - use a point or two from a GA pool to undertake the task for a result.

Fighting

This is the era of rapier and gunpowder, personal pride, insult, and duels. England stands alone against the French, the Spanish, The Ottoman Empire, and intrusive Popery. Of course there is fighting.

Initiative

Scuffle or Shooting or Weapons abilities -

- PCs always first vs Rabble class NPCs.
- Otherwise PC first if Rating >= other contender.
- If two PCs or equivalent foe then highest rating first, then greatest pool left, then die roll to decide.
- No ability: last on initiative

Surprise:

Surprise others by I**nfiltration** or S**urveillance** test at Diff 4 (adjusted by opponent alertness or other guardians, e.g. Geese). For groups the surprising group is first; Otherwise PC group first if they have individual with >= highest scuffle or shooting

Surprised folks have one round of action at +2 Diff. Surprised from behind get an uncontested attack at -1 difficulty with default Critical if it succeeds

Basic Weapons/Shooting/Scuffling Abilities:

Hit threshold:

- Usually 3+
- Regular PCs are 4+
- If the target PC had Athletics of 8+ the hit threshold is +1
- **Supernatural Creatures** may have hit thresholds of +1 or +more
- Less competent NPCs may be lower.
- Circumstances may raise that threshold with additional difficulty.
- Use of points from the appropriate pool always allowed.
- Defence vs multiple attacks: after first defence each subsequent defence difficulty rises by +1;
- Attack multiple targets: after first attack each subsequent attack difficulty rises by +1, and costs a cumulative +1 from pool points.

Basic Attack Track:

Base to hit / Minimum	Defender Athletics 8+ ?	Defender Surprised?	Defender in Cover?	Attacker Armour?
Default 3+ Supernatural/PC 4+ *PC no ability: Diff+2* *Rabble: Diff +2*	Attack Diff +1	Attack from behind Diff -1; (Defender all actions diff +2 this turn)	None: Attack Diff -1 Full: Diff +1 (harder cover =+2, +3)	Heavier than Buff coat = diff +1 all actions

Basic Attack/Defence Options with Weapons Ability.

Ability	Name	Min Pool	Action	Attack	Defend
1-2	Basic Attack Track	0	Roll default to hit	Depends on target	No change
	Basic Parry	0	After a successful attack	-	PC: 5+ Rabble NPC 6+ Supernatural 5+, 6+, or less.
3-4	Ferocious attack	0	All out attack, minimal defence	Diff -2	Diff +2 defence actions
	Desperate **Defence	0	All in defence, minimal attack.	Diff +2	Diff - 2 defence actions
5-6	Block	1	Additional defence action. Block with anything to hand: comedic vegetable, cloak, furniture, Wench, etc.	-	Parry Diff +1
	Disarm	1	Attack solely to disarm	Diff +1	Any successful defence negates
7-8	Riposte***	1	Additional action. Fast, reflex counter-attack after successful parry	Counter-attack Diff +1 to hit	Defence Diff increase = 1+ (success of Riposte-er's Parry)
	Esquive defence*	1	Additional action. Weapon optional: Dodge, sidestep, back step but space to side / back step <u>required</u> else Critical fail.	-	Static = as parry. Sidestep = diff -1 Backstep = diff -2 (& may disengage)

Notes

- ** **Esquive Defence:** Stacks with Athletics 8+ dodge special allowance.*
- *** stacks with additional attackers changes noted above.*
- **** defence against is difficult so any defence move against it counts as an additional opponent (ie parry difficulty is +1) PLUS the success factor of the reposter's originating parry.*
- ***Lance:** Successfully using a lance from horseback requires a Riding test against the same Difficulty as the attack Hit Threshold.*
- ***Longbow:** To use a longbow effectively, you must have the Archery ability; the first rating point in Archery costs 5 build points. Undocumented, but tell me if you want this.*

Shields and Dodge

Dodge - Athletics 8+ to use; spend 1+ athletics points AND roll above the attackers die roll.
Buckler - As dodge but use to equal the success factor of the attack being dodged.
Targe - medium sized shield, various shapes, worn over arm. Use may be selected at combat time from +1 to +2 defence, but penalises attack to same extent.
Pavise - huge ground staked shield to protect soldiers, usually archers. It is +3 difficulty cover at all times, but is static. Attempt to use on the move in combat add +3 to attack difficulty while it is carried. While carried it adds +1 to all physical activity difficulties.

Type	Notes	Attacker	User
Dodge	Requires Athletics 8+, spend 1+;	N/A	Roll > attacker
Buckler	Requires weapons 8+	+1 attack difficulty	N/A
Targe	Select at combat action. Mirror attack/ defence penalties	+1 to +2 attack difficulty	Mirror, so also, +1 to +2 attack difficulty!
Pavise	Ground staked counts as full cover +3	+3 attack difficulty	+3 attack difficulty +1 all physical actions

Damage

Weapon[1] - 1d6 with damage modifier below	Damage
Fist, kick, bated stage sword	-2
Belaying pin, buckler, cosh[3], dirk, whip, small club, sword hilt/basket or other non-sharp small crossbow bolt.	-1
Billhook, large crossbow bolt, recurve arrow, Falchion or other cheap thick sword, hammer, quarterstaff, sickle, large club, dagger , knife, spear (thrust)	+0
Backsword, battle axe, belt pistol, Claymore, Fowling piece, halberd, longbow arrow, Maul (2-handed), pike, rapier, spear (thrown)	+1
Arquebus, Caliver, Petronel (horse pistol), pike (set against charge), Swivel gun;	+2
Volley guns, 'Ingen of War', handheld and larger	+3 to +17
Falconet (lighter cannon[2]), Heavy Musket, lance (while mounted)	+3
Minion (light cannon)	+6
Saker (medium cannon)	+9
Culverin (Cannon)	+12

1. **See Appendix - Weapon Descriptions.**
2. **(Cannon name) Drake versions tended to be slightly heavier shot and longer barrel, extending range and improving accuracy a little, for greater risk of explosion.**
3. **Cosh uses <u>Scuffling</u> not Weapons. Has Stun damage: Successful blow means <u>all</u> foe actions increase difficulty by <cosh damage> levels for <cosh success> level rounds. Cumulative. While they may not be unconscious, once everything has Difficulty +4 added to it then Resistance Is Futile.**
4. **Notes: Cannot spend pool points to increase damage. Firearms gain +2 damage at point blank range.**

Damage Track

Base Damage / Minimum	+Damage modifier	+ Range Modifier	± Armour modifier	+Critical Hits (exceed to-hit x+5)
N/PC = 1D6 *N/PC minimum = pool points spent to max 6. Only to 1st damage die*	From Weapon; Fowling Piece +2 at Point Blank	Firearm +2 at point blank; Fowling piece ±0 at Medium	-1 to -4 depending	*EITHER* +1d6 per 5 pts attack succeeds; *OR* auto hit extra foe(s) per x+3 at 1d6 each (or averaged).
No ability	Weapon: -2 damage Firearm: declare intent @ Rnd start			
Disarm attack	-3 damage			
Rabble NPC attack	-1 damage			None for Rabble
Explosions	See Explosions			

Armour

Armour in Elizabethan times is a hodge-podge of buff coats, half-plate, and everything in between.

Heavy: Armour except a Buff Coat is very heavy; wearers act last in a fight and are at +1 Difficulty to all physical tasks including Combat.

Long-serving military veterans (Weapons 8+ and Militaria 2+) such as Spanish Tercio infantrymen do not suffer this increase to foes' Hit Thresholds while armoured.

Supernatural or magical entities may have natural equivalents to Buff coat, mail, etc. without appearing to. Creature claws, talons and teeth are also surprisingly dangerous.

Equipage Damage Reduction	Armour vs. Melee	Armour vs. Firearms	Armour vs. Supernatural
Simple supernatural scales, fur, hide.	-1		
Buff Coat (Leather)	-2		-1
Brigandine, Mail	-3	-1	-2
Plate cuirass or back-and-breast; steel helmet	-4	-2	-3

Explosions

Those with Artillery ability have all due familiarity and skills to handle and lay bulk gunpowder, fuses, etc.

Explosion damage[1]	Point blank	Close	Near	Long
The Spanish Grenado	+1	+0		
Gunpowder: small barrel	+3	+2	-2	
Gunpowder: large barrel	+7	+4	-1	
Gunpowder: pile of barrels, small ship's powder store, etc. Bigger piles, bigger numbers.	+17	+8	+1	-2

1 This is likely an underestimate vs modern black powder, but more closely reflects the lesser quality, consistency and purity of historical powder. Less of a Boom, more of a Whompf.

Firearms

Elizabethan firearms vary from enormous (.80 caliber!) muskets needing a brace to fire, through to wheel-locks with a winding key, to thoroughly modern[2] Swiss snaphance pistols concealed in a cloak.

Most pistols are wheel-locks or snap locks; most bulk long arms are matchlocks. Rare wheel locks (fragile, expensive), very rare snaphance (expensive) long arms were produced individually for select customers.

Firearms are not normally carried loaded because spontaneous fire, misfire, or damage to the mechanism is very likely. Random checks may be made by the GM.

	Range	Damage	Mechanism (rare+v.rare)	Notes
Belt Pistol	Medium	1d6+1	Wheellock (Snap lock+hance)	Conceal difficulty 6
Fowling Piece Fowling piece	Medium Close	1d6+1 1d6+3	Match lock (+snap lock)	
Caliver (small musket, standardised calibre)	Long	1d6+2	Match lock (+snap lock)	Reload starts at 5+ Heavy. Physical activity +1 difficulty
Arquebus/Musket, Petronel	Long	1d6+2	Match lock (+snap lock) Matchlock (Wheel lock)	Heavy. Physical activity +1 difficulty
Heavy musket	Long	1d6+3	Match lock	As above. Requires support/rest or wheels.
Swivel Guns (ball) Swivel Gun (grape)	Long Medium	1d6+2 1d6+3 (+4 at Close)	Matchlock	Static mounted. Breech pre loading 3 shots alternate rounds

Reloading

A slow and cumbrous process, so any firearm might only be fired once in a scene; and (twin- barrel fowling pieces aside) multiple-shot firearms are mostly theoretical curiosities. If you insist on reloading then take reload check per combat round to succeed.

Note all **Matchlocks** make checks only on **alternate** rounds, 'cos they're even slower to reload. **Calivers** start reload dice at 5+. Matchlock Calivers, of course, start at 5+ on alt rounds.

- Round 1: 6 +/1d6
- Round 2: 5+/1D6.
- Round 3: 4+/1D6 etc, for one firearm to be reloaded.

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[2] Thoroughly modern and _very_ expensive.

Misfire

Unmodified "1" on Shooting, roll 1D6; on 1 gun misfires. If you've been in water, heavy rain, or just rolling around the scenery then chances go up. Misfire varies from nothing, through fizzle to the phut of a partial powder burn. All result in clearing and cleaning.

- Clearing/Cleaning after a Misfire requires a 6+ on 1D6, or non-combat round time.

Notes

- **Belt Pistol:** Carrying a concealed belt pistol is a Difficulty 6 Conceal test.
- **Fowling Piece**: Additional + 2 damage at point blank; maximum range Medium, with ±0 damage, no addition for both barrels; Second shot without reloading
- **Swivel Gun**: If loaded with grapeshot, damage increases to +3 (+4 at Close) and range stops at Medium/Near.
- Most pistols are Wheel-locks. Exceptional weapons (usually imported) may be snaplock. Most long weapons are still match-lock. More rarely the well equipped may be wheel lock.

Bows

Bows were replaced on the battlefield through the 16th century by firearms in most modern, civilised, forward-thinking, west European countries. Far more powder and shot could be carried for firearms than bows, and training was measured in days for firearms, rather than years for an experienced bowman.

Archery ability requires initial 5pt purchase for 1 GA point, thence 1:1 thereafter.

	Range	Damage	Reload
Long bow	Long	1d6+1	0 I.e. shoot each turn
Recurve bow	Medium	1d6	0
Medium Cross bow	Long	1d6-1	2 turn
Heavy Cross bow	Long	1d6	4 turn

Range:

Point-Blank: Literally face-to-face (or back-of-head) with foe, arm's reach. Brawls and scuffles at this range. Firearms do additional +2 damage, fowling pieces are heavy firearms, with base damage modifier of +2.

Close: Same room or less than 10 metres/yards to foe. Sword fight happens in this range, and accounts for slashing, lunging, stumbling back leaping forward, etc. This is as far as you can throw an object directly at a target unless the object is specifically designed for throwing (e.g. a javelin).

Medium/Near: You can see your foe, perhaps across a Grand Hall or street, no more than 30 or 40 metres/yards. This is as far as you can throw any object, in a general direction (like a Spanish Grenado) or at a specific target (like a ball). Fowling pieces are light firearms, do no extra damage, even if both barrels are fired simultaneously. Farthest range at which you can hit a target with a pistol or fowling piece.

Long: Your foe is within 100 metres/yards. Those farther away cannot be reliably targeted, and are out of the combat. This is the farthest range at which you can hit a target with a bow.

Cover:

Exposed: no cover. Hit threshold is -1.

Partial Cover: half exposed. Hit threshold as normal. It's assumed that you have room to manoeuvre, duck and dive, actively seek this sort of roomy cover with about half of you is exposed to incoming fire or swordplay.

Full cover: Hunkered down and hard to hit, the barrier you're behind largely protects you from attack except when you pop up to look or fire you are protected. Hit threshold increases by +1 +2 or +3 depending on solidity and your actions. However, you're penalised the same amount when attacking someone on the other side of that cover…

Injury and Death

Your Health pool can fall below 0.

When it does you make a consciousness test, rolling above your absolute current value (I.e. take a negative as positive for the roll). PCs can strain to remain conscious, by using further health pool points to add to the roll. The roll is against value *before* the points are used!

Injury

Hurt: **Health pool 0 to -5.** No permanent damage, but
- You cannot spend points from Investigative Abilities,
- Increase difficulty of all physical tests by 1 point (excluding consciousness tests but including hit thresholds against opponents).
- Medico ability can return health to you for the most recent injury only at rate of 1 Medico point for 2 health by another person, or 1:1 by yourself.

Seriously Wounded: Health pool -6 to -11. You cannot now fight. Also
- Make consciousness roll
- Until first aid arrives you will lose 1 health per half hour.
- A Medico ability PC can stabilise you using 2 Medico points but cannot return any health points.
- You must convalesce under medical care or similar for as many days as the low point of your health. (E.g. -8 Health = 8 days) On 'discharge day' Health pool is at half rating. The following day it returns to full.

Dead: health pool -12 or below.

Stability. (aka Sanity)

After an awful event (worst per scene) make a stability test diff 4. Lose stability points on fail. PCs can spend Stability pts to add to roll. Some examples

Incident	Loss
You encounter something unsettling or even inexplicable that is not obviously dangerous (strange lights in the sky, strange sounds at night, an eerie coincidence, such as your name on a gravestone).	1
You have a disturbing experience that you cannot account for, with mental effects only (missing time, strange compulsions, nightmares).	1
A human opponent attacks you with evident intent to kill	2
You see a supernatural creature up close	2 or more
You're assaulted by supernatural visions or waking dreams.	2
You see a particularly grisly murder.	2
You have a disturbing experience that you cannot account for, and that leaves physical evidence (bizarre physical changes, mysterious scars, proof you were abducted in your sleep, evidence of your tainted ancestry)	3
You learn that a friend or loved one has been violently killed	3
You discover the corpse of a friend or loved one	4
You are attacked by a supernatural creature	5
You see a friend or loved one killed	5
You see a friend or loved one killed in a particularly gruesome manner	6

Losing it

Depending on the depth of loss of stability, various effects manifest:

Stability -1 to -5: Breaking

The player decides how to portray the character's increasing stress and psychological disintegration. One of:

- **Shaken:** You're terrified, heart pumping, knees quivering. You can't think straight. You can't spend points from your Investigative Ability pools. Difficulty Numbers for all General Ability tests increase by 1. This condition lasts until you get back to 0 or more Stability.

- **Panicked:** You're in flight mode, and are likely to do something very stupid and ill-considered, because you're running on pure instinct. A cruel GM might even ask for suggestions on what your character would

do while panicked. A state of panic lasts for the rest of the scene, or until someone helps to snap you out of it.

- **Blackout:** Maybe you faint. Maybe you can't remember what happened next. Maybe the camera cuts away. Either way, the scene's over for you. If you're the only PC present, then the GM narrates where you turn up next. If there are other characters around, then collapsed, were dragged away.

- **Berserk:** Something in you says "Fight" instead of "Flight," and you attack! If there's an obvious threat nearby, you'll attack that. Otherwise you target whatever most reminds you of the thing that triggered your breakdown. You use whatever your highest combat pool is (Scuffling, Weapons, Shooting), and automatically spend 2 points on each attack until your pool runs dry (or you kill your target, or you're talked down by someone e.g. Theology, Reassurance, Inspiration or one of you Sources of Stability..

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Stability -6 to -11: Broken

Below −6 Stability, you're shattered, broken. As with Breaking, the effects of being Broken vary but the big difference is that the effects last longer.

Distorted Reality: Your ability to distinguish between what's real and what's not is broken. This may manifest as:
- The GM describing what your character perceives, which isn't necessarily the same as what's actually happening (*"You see a monster rushing toward you — is it really there, or are you actually hallucinating and that's one of your friends coming to help you? Do you draw your sword or not?"*)
- The player picking an obsession or other psychological disorder for the character, and roleplaying that condition until they recover.

Nightmares: You start to suffer from recurrent nightmares and flashbacks to your traumatic experience. The Difficulty for all future Stability tests related to whatever horror dropped you to Shattered rises by +2.

Through the Veil: Your unstable state of mind makes you especially sensitive to unnatural entities and influences. You can see and sense things that are invisible to other people — and they can see you. You're a target for Hellspawn and ungodly creatures. In game terms, the monsters always know roughly where you are — you can hide, but you can never escape them.

Stability -12+: Gone. Player choice, one of:

Lost: Your mind's so badly damaged that you struggle function. You are lost in the labyrinth of your own nightmares. Whatever the symptoms of your particular case, you're a minute by minute struggle, twitching, snarling, seeing and hearing that which others cannot, all within your own mind.

Turned: The corrosive tendrils of Daemons have wormed their way into your mind and corrupted it. You snap and start emulating or serving the creatures of the Dark. Take the darkest path. They will be in touch.

Checking Out: For those who feel the character is untenable and needs retiring: You've lost all hope and reason to live. The next time you would have to make a Consciousness roll, your character dies from the injury instead of hanging on until −12 Health. Alternatively, if an opportunity to sacrifice yourself or commit suicide in a dramatic fashion arises, grab it.

Regaining Pool Points:

IA: end of each scenario
Stability: end of scenario
Health: 2 points per day of restful activity. Medic ability can restore some too. Hospitalised see above.
Physical GAs (Athletics, Drive, Scuffle, Shoot) recover after 24 hours since last expenditure.
Mental (Sorcery, etc) at end of scenarios like IA's

Restore depleted abilities in many different ways.

General Abilities:
- Havens: If you are able to create a temporary haven for yourself in which you're free from danger and horror manifestations for an hour or more, you may refresh up to 3 **General Abilities**, except for **Health and Stability**. You lose all refreshed points if your place of safety is penetrated or reveals hazard. Only one opportunity for this accelerated refreshment per session.

Stability:
- Diagnosis or Theology or significant achievement: Diagnosis or Theology or achievement of significant goals (impressive feats bolster characters Stability by restoring confidence) permit recovery of some Stability in game. Full refresh occurs between games but only if character can spend calm, undisturbed time associating with people and activities that are Sources of Stability.

- Sources of Stability: Reconnecting with a Source of Stability can refresh 2 points of Stability.

Health:
- Rest: The Health pool refreshes over time, at a rate of 2 points per day of restful activity.
- Wounded characters heal at a different rate, over a period of hospitalisation; see **Injury and Death** section above.)
- Medico: Medico restore a number of Health points in session by binding wounds, etc. at a rate of 2 Health for every 1 Medico point spent.

Automatic:
- Pools for the physical abilities of **Athletics, Driving, Weapons, Scuffling, and Shooting** are fully restored whenever 24 hours of game-world time has elapsed since the last expenditure.

- General Abilities and Investigative Abilities otherwise refresh at the end of each game.

Experience:

Usually 2 points per scenario. These build points can add to IA or GA.

Gloriana Points:

Gloriana Points are gained at GM discretion with exceptional circumstances or play.

1 GP = re-roll if you have a good reason that you can explain. (only once)
1 GP = adjust your dice roll +/-1 (with a good reason that you can explain)
1 GP = make a small detail true e.g. To ensure Jocasta can slip into the Hellfire Club despite being banned, Horatio creates a scene at the entrance to keep the attention of the door man focus on him for vital seconds.
1GP = temporarily nullify your own gift or fault for a brief period - only one action. Needs a damned good reason. And probably a will roll. And some sort of forfeit. Perhaps more, dependent on mood.

Appendix 1 - Weapons Descriptions

Fun details for weapon nerds.

Bated stage sword - dull cut & thrust practice blades which were rebated (or "bated") with rounded edges and tips (they were sometimes called "foils" or "foiled blades")

Belaying pin - a solid metal or wooden device used on traditionally rigged sailing vessels to secure lines of running rigging

Dirk - bladed thrusting dagger

Billhook - blade typically 20 to 25 centimetres (8 to 10 in) long. Blades are straight near the handle but have an increasingly strong curve towards the end. The blade is generally sharpened only on the inside of the curve, but double-edged billhooks, or "broom hooks", also have a straight secondary edge on the back

Falchion - one-handed, single-edged sword of European origin. Falchions are found in different forms from around the 13th century up to and including the 16th century. In some versions, the falchion looks rather like the seax and later the sabre, and in other versions more like a machete with a crossguard.

Backsword is a type of sword characterised by having a single-edged blade and a hilt with a single-handed grip.[1] It is so called because the triangular cross section gives a flat back edge opposite the cutting edge.[2] Later examples often have a "false edge" on the back near the tip, which was in many cases sharpened to make an actual edge and facilitate thrusting attacks.

Claymore: either the Scottish variant of the late medieval two-handed sword or the Scottish variant of the basket-hilted sword.

Elizabethan fowling piece - Often double barrels, double mechanisms, double the weight and a calibre to take shot or single ball.

Maul - weaponised hammer.

Arquebus - Although the term arquebus, (derived from the Dutch word Haakbus ("hook gun")), was applied to many different forms of firearms from the 15th to 17th centuries, it originally referred to "a hand-gun with a hook-like projection or lug on its under surface, useful for steadying it against battlements or other objects when firing

Caliver - A standardised arquebus, the Caliver, was introduced in the latter half of the 16th century. The name "Caliver" is an English derivation from the French calibre – a reference to the gun's standardised bore. The Caliver allowed troops to load bullets faster since they fit their guns more easily, whereas before soldiers often had to modify their bullets into suitable fits, or were even forced to make their own prior to battle

Petronel (horse pistol) - A Petronel is a 16th century black powder muzzle-loading firearm, defined by Robert Barret (Theorike and Practike of Modern Warres, 1598) as a horsemans peece. It was the muzzle-loading firearm which developed on the one hand into the pistol and on the other into the

carbine. 0.6 calibre was not uncommen. The name (French Petrinel or Poitrinal) was given to the weapon either because it was fired with the butt resting against the chest (French poitrine, Latin pectus) or it was carried slung from a belt across the chest. Petronels are found with either matchlock or wheellock mechanisms.

Swivel gun - Swivel guns are among the smallest types of cannon, typically measuring less than 3ft in length and with a bore diameter of up to 1.5in. They can fire a variety of ammunition but were generally used to fire grapeshot and small caliber round shot. They were aimed through the use of a wooden handle, somewhat similar in shape to a baseball bat, attached to the breech of the weapon

Falconet - Its barrel was approximately 4 feet (1.2 m) long, had a calibre of 2 inches (5 cm) and weighed 180 to 440 pounds (80 to 200 kg). The falconet used 0.5 pounds (225 g) of black powder to fire a 1 pound (450 g) round shot at a maximum range of approximately 5,000 feet (1,500 m). They could also be used to fire grapeshot. The falconet resembled an oversized matchlock musket with two wheels attached to improve mobility.

Heavy musket - the heavy arquebus known as the musket appeared in Europe by 1521. In response to firearms, thicker armour was produced, from 15 kg (33 lb 1 oz) in the 15th century to 25 kg (55 lb 2 oz)in the late 16th century. Armour that was 2 mm (0.079 in) thick required nearly three times as much energy to penetrate as did armour that was only 1 mm (0.039 in) thick. During the siege of Parma in 1521, many Spanish soldiers reportedly used an "arquebus with rest", a weapon much larger and more powerful than the regular arquebus.

Demi culverin - The demi-culverin was a medium cannon similar to but slightly larger than a Saker and smaller than a regular Culverin developed in the late 16th century. Barrels of demi-culverins were typically about 11 feet (3.4 m) long, had a calibre of 4 inches (10 cm) and could weigh up to 3,400 pounds (1,500 kg). It required 6 pounds (2.7 kg) of black powder to fire an 8-pound (3.6 kg) round shot (though there were heavier variants firing 9-pound (4.1 kg) or 10-pound (4.5 kg) round shot). The demi-culverin had an effective range of 1,800 feet (550 m). Demi-culverins were valued by generals for their range, accuracy and effectiveness. They were often used in sieges for wall and building demolition.

Appendix 2: Currently Undergoing Update

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Appendix 3: Fighting school trained in a fighting style.

Styles:

1. **Old School** - brutal old-style military combat from the field of battle.
2. **Italian** - daring, emphasising attacks and counterattacks.
3. **Spanish (La Verdadera Destreza)** - taught to read opponent's every cue, to move at _precisely_ the best moment
4. **French** - Elegance of execution is as important as technical effectiveness.

Old School

The old combat styles didn't instantly shrivel up and blow away before the rapier. The manuals of old-style military combat published in Italy by Marozzo and Del'Aggochie at the end of the 16th century were in print nearly to the end of the 17th century! The combat they taught wasn't as de mode as the rapier, but their battlefield pragmatics earned them a place among men who lived by the sword. These are a composite of techniques taught by these older schools, as would be found across Europe until the end of the 16th century.

Sweeping Counter Parry	Defence. This manoeuvre lets a skilled fighter like you brush aside a large number of minor foes, making their weapons unready, buying yourself time to act. If you win, you parry <u>all</u> foe's attacks and unready their weapons - they cannot attack next turn, and fall back for one turn awed by the brilliance of the manoeuvre! Many of the old masters made a point of praising the two-handed sword for permitting a man to stand down any number of lesser-armed opponents. Therefore, two-handed weapons get bonus when making a Sweeping Counter Parry against one-handed weapons.
Immovable stance	Defence. Planted solidly, the swordsman will not be moving from the spot. He may move, but not be moved. All impacts to fall back etc are ignored, unless the character chooses.
Whirlwind attack	Attack. The beleaguered fighter attacks every foe adjacent to him with lightening speed! Spin in place attacking all in clockwise or counter clock order. Attacker finishes with any facing desired.
Scuffling second attack	Attack. After <u>**successful**</u> first attack with a sword, a Scuffle attack may also be made throwing a punch with the hilt basket, a knee or kick aimed at the foe, grapple etc.

Defence - *Sweeping Counter Parry*

This manoeuvre lets a skilled fighter brush aside a large number of minor foes, making their weapons unready, buying time to act.

Required	Lasts	Mods	Result	
Grouped or surrounding attackers. Declare this card	1 action	First & only parry at +1 difficulty (points allowed).	Success = all foes parried + fallback 1 hex + disengaged 1 turn	Fail = All parries this turn at +1 difficulty.

Double handed weapon + as above		First & only parry at -1 difficulty (points allowed).	Same	Same

Defence - *Immovable stance*

Planted solidly, the swordsman will not be moving from the spot. He may move, but not be moved. All impacts to fall back etc are ignored, e.g when he is attacked and takes damage, unless the character chooses.

Required	Lasts	Mods	Result	
Place to make stand + Declare	Scene/ fight	Esquive allowed. All retreat results ignored	Exceptional physical force may move, but can return (narrative)	
Last Stand option	Until death	No quarter. Ignore Hurt status. Hurt mods replace Serious wound. Death unchanged.		

Offence - *Whirlwind attack*

The beleaguered fighter attacks every foe adjacent to him with lightening speed! A special form of all-out attack. Spin in place attacking all in clockwise or counter clock order. Resolve each attack in turn. Weapon pool additions are allowed for each individual attack. Attacker finishes with any facing desired. Attacker has no other actions that round e.g. cannot additionally parry or dodge a thrown weapon from another foe. They are defenceless.

Required	Lasts	Mods	Result	After
Declare + All-out attack	One turn	Pool points allowed Attack+damage all foes first (before response attacks) at -1 difficulty	Any foe successfully attacked and not dead fall back 1 hex after their own attack	Foe attacks undertaken if possible.

Offence - *Scuffling second attack*

*A*fter <u>successful</u> first attack with a weapon (even if parried!), a Scuffle attack may also be made at +1 difficulty, throwing a punch with the hilt basket, a knee or kick aimed at the foe, etc.

Required	Lasts	Mods	Result	Notes
First attack success	One fight scene	Scuffle attack normal difficulty (points allowed); Foe no defence	Normal scuffle attack damaage	Can still attack even if first attack parried by foe.

Note even if the successful first attack is parried by the foe this second attack <u>may still be attempted.</u> The foe does not usually defend against this attack (e.g. no dodge) as they are busy recovering from the first.

Italian

The Italian school is daring, emphasising stesso tempo, counterattacks in "one time," over dui tempi, or parry-riposte combinations. It also favoured thrusts over cuts. This style was popular in Italy until the end of the 18th century, and could still be found up to the middle of the 19th century in some places. The Italians preserved the use of secondary weapons (dagger and cloak) for longer than any other European country. All of these are attacks.

Acrobatics	Athletics skilled may leap bannisters, swing chandeliers, rigging, pillars, furniture, etc as actions to gain on attack due to surprise and disorientation of opponent. Description required in the circumstances. Lasts for a sequence of swings, slides and tumbles to the same or up to 3 successive opponents. The landscape must be appropriate and actions described.
Initial carving	AKS bodice ripping - successful attack would allow. Carving will mark or scar obviously, permanently if desired. If used for bodice ripping (or other clothing), then similar requirements both to hit and to cut the clothing. No damage to the defender needed.
Flying lunge	Some rapier masters claimed the ability to thrust at incredible distances and early descriptions of the Lunge could be mistaken for actually hurling yourself at the enemy. *Flying Lunge* lets you hit anything you can reach with a standing or running jump you can *run* your full Move, jump, and launch a Flying Lunge!
Counter-attack	The theory behind Counterattack is to hit without being hit, launching an offensive action while your enemy is focused on their own attack.

Offence - A*crobatics*

May leap bannisters, swing chandeliers, rigging, pillars, furniture, etc as actions in attack. to The acrobatic action suffers no negative difficulty on the attack, despite the leaping and swinging. Description required in the circumstances.

Required	Lasts	Mods	Result	After
Declare	3 foes	Attack diff -1; foe parry diff +1	As rolled	Na

Offence - I*nitial carving* (aka bodice ripping)

The mark of Zorro, (and cinematically less known scenes from the Director's private reel).

Required	Lasts	Mods	Result	After
Declare	1 attack	None	Success factor = cut number (e.g. 'Z' = 3 or 3 ties, buttons, etc);	1 damage / cut; scar may result if desired;

Offence - F*lying lunge*

Some rapier Masters claimed the ability to thrust at incredible distances and early descriptions of the Lunge could be mistaken for actually hurling yourself at the enemy.

Required	Lasts	Mods	Result	After

Declare	1 attack	Foe parry diff +2; Attack from stand/running jump (2-3 hex) after movement	+3 damage	Attacker engaged normally with foe.

Offence - *Fast Counterattack*

The theory behind *Counterattack* is to hit without being hit, launching an offensive action while your enemy is focused on their own attack.

Required	Lasts	Mods	Result	After
Any active defence	1 attack	Any active defence: eg dodge, but Parry with attack weapon +1 diff; But parry with 2nd or Block no penalty	Success or fail, attack proceeds with normal Riposte mods.	Na

Spanish: La Verdadera Destreza (The True Skill)

The Spanish were the first to recognise that civilian combat was a world unto itself, with features distinct from military conflicts. Combined with the Spanish sensitivity regarding personal honour, this led Spain to develop the earliest schools of rapier specifically for civilian encounters. They called their art La Verdadera Destreza – "The True Skill." Students learn geometry and natural philosophy, deemed vital for understanding efficient timing and methods of attack and defence. They were also taught to read their opponent's every cue, moving at precisely the best moment. Finally, they were trained to maintain contact with their opponent's blade, and were given access to defensive techniques effective even in the dark of night. In combat, a Diestro (as practitioners called themselves) was to remain detached and project dignity and grace. Extreme movements were avoided, as was "vulgarity" in form or technique. The Diestro held himself perfectly erect, his point always upon his enemy. Attack would occur only when he had obtained desvio: redirection of – or possibly indifference to – his opponent's weapon.

Sentiment du Fer.	Defence. A successful attack allows the attacker to remain 'Engaged' and keep their blade in contact with the opponent's at all times, which lets them "feel" intentions and counter them. No sight of the opponent is required, only blade contact. Lasts for the length of the combats in the scene.
Body language	Defence. the Precog parry. Linked to *Sentiment de Fer*, reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack.
Initial carving	AKA bodice ripping. Successful attack will allow. Carving will mark or scar obviously, permanently if desired. If used for bodice ripping (or other clothing), then similar requirements both to hit and to cut the clothing. No damage to the defender needed.
La Destreza	Attack. Trades speed for focus. The Diestro suffers initiative checks against his primary opponent (reflecting his careful, observant manner), so he may attack second despite his skills. However he is immune to feints (e.g. Le Coup de Jarnec,, Flying lunge) and opponents find it more difficult to parry his <u>attacks</u> each time he <u>loses</u> the Initiative.

Defence - *Sentiment du Fer.*

A successful attack with this approach damages as normal but allows the attacker to remain 'Engaged' and keep their blade in contact with the opponent's at all times, which lets them "feel" intentions and counter them. Applicable to any combat where blade contact can realistically be maintained.

Required	Lasts	Mods	Result	After
Successful blade attack; sight of foe not reqd.	Single combat scene;	All defence moves -1 diff	Critical hit on PC or Disengage breaks contact;	Lasts for more opponents if in same combat scene;

Defence - *Body language*

*T*he Precog parry. Related to *Sentiment de Fir,* reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack. Wholly negates against Disarm attacks for the extent of the engagement with that opponent.

Required	Lasts	Mods	Result	After
Declare	1 foe fight	-2 diff to parry only;	Na	

Offence - *Initial carving* (also bodice ripping)

To carve letters on anyone or anything with the sword tip, or sever small items of clothing such as straps, laces, belts, ties, ribbons etc.

Required	Lasts	Mods	Result	After
Declare	1 attack	None	Success factor = cut number (e.g. 'Z' = 3 or 3 ties, buttons, etc);	1 damage / cut; scar may result if desired;

Offence - *La Destreza*

Trades speed for focus and precision.

Required	Lasts	Mods	Result	After
Declare	1 combat scene	The Diestro always attacks second. Foe's parry at +1 difficulty.	PC attack success factor 3+ = critical	Na

French

As the century passed rapiers grew lighter. Masters emphasised the use of the sword alone for offence and defence. Likewise, armour fell out of use by Europe's armies, removing the need for the lance and other heavy military weapons. French maîtres d'armes led the way in developing this style, which emphasised defence over offence and was more academic than the Italian school. Elegance of execution was as important as technical effectiveness. Nevertheless, the earnest duel was still the object of study.

Le Coup de Jarnec (or d'Artagnon, or…)	Attack. This was the blow with which Guy de Chabot de Jarnac killed François de Vivonne de la Châtaigneraie (one of France's greatest swordsmen) on July 10, 1547, in France's last legal duel. Over the years, a mythology grew up around this stroke, guaranteed to grant victory in any duel. Successful attack, the foe is flung back, disarmed, and immediately suffers automatic critical hit. This a one-off attack, card used once only per engagement.
Disarm	Attack. if you succeed they are disarmed, barring other antics. Success factor dictates the distance the weapon goes from the owner in metres/hexes.
Body language	Defence. The Precog parry. Reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack.
Retain weapon	Defence. You are not be disarmed from your primary weapon if you play this; successful disarm attacks or critical successes that disarm are implemented but fail (as you flip your grounded sword back into your hand with a foot just in time to parry); Critical fails that break or damage your weapon are ignored (in a screeching shower of sparks from the attacker's inferior foreign steel); <u>any</u> result while you are in combat that states you drop or lose your weapon does not apply to you (earthquake, magic, etc, usually countered with a juggle between hands as the effect or event unfolds).

Offence - *Le Coup de Jarnec* **(or** *d'Artagnon,* **or…)-**

This was the blow with which Guy de Chabot de Jarnac killed François de Vivonne de la Châtaigneraie (one of France's greatest swordsmen) on July 10, 1547, in France's last legal duel. Over the years, a mythology grew up around this stroke, guaranteed to grant victory in any duel.

Required	Lasts	Mods	Result	After
Declare	1 attack	+1 difficulty to foe parry	Successful attack and parry fail = foe flung back, disarmed, critical hit.	Na

Offence *- Disarm*

The attack that is a defence, to disarm an opponent and send their weapon sailing off out of reach.

Required	Lasts	Mods	Result	After
Declare	1 attack	Attack -1 difficulty	If foe parry fails then disarmed, weapon damage -3	Attack success factor indicates disarmed weapon distance (hex/metres)

Defence *- Body language*

The Precog parry. Reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack. -2 difficulty to your parry.

Required	Lasts	Mods	Result	After
Declare	1 foe fight	-2 diff to PC parry	Na	Na

Defence - *Retain weapon*

You are not be disarmed from your primary weapon if you play this.

Required	Lasts	Mods	Result	After
Declare at first disarm event, not before	1 fight scene	All disarm events/results fail (or result in immediate recovery by PC)	Retain/regain weapon immediately	Na

Appendix 4: Other Ways to Die:

Drowning and Suffocation:
If a character has advance warning before being immersed in water or an unbreathable atmosphere, he can hold his breath. A character holding his breath underwater may make an Athletics test each round to avoid inhaling water, in addition to anything else he may be doing (such as trying frantically to escape from a creature's grasp). The difficulty of this test begins at 3 and increases by 1 with every passing round. As soon as the character fails the test, he has inhaled water and begins to drown.

Drowning characters automatically lose 1d6+1 points of Health per round, but these lost points can be restored if the victim is rescued and resuscitated before she dies.

Falling:
A fall does damage equal to the Difficulty Factor of the wall, cliff, etc that you fell off of, adding +2 for falls onto spikes, paving, or jagged rocks.

Fire:
A hand-held flaming torch is an improvised weapon, doing normal damage -1 damage modifier. Falling into a large bonfire does normal damage with a 0 damage modifier; running into a burning room does normal damage with a +1 damage modifier.
If a character is set on fire, roll normal damage with a 0 damage modifier each round automatically until he puts it out somehow. (Athletics to drop and roll, or just jump into a convenient water-filled basement, barrel, stream or sea.

Characters in a burning building run the risk of smoke asphyxiation, which uses the drowning and suffocation rules above.