

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 \geq 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 **Infiltration** or **Surveillance** 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 \geq 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.

Abi lity	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 Riposter'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 reposer'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

<i>Weapon¹ - 1d6 with damage modifier below</i>	<i>Damage</i>
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 Scuffling not Weapons. Has Stun damage: Successful blow means all 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 <i>N/PC minimum = pool points spent to max 6. Only to 1st damage die</i>	From Weapon; Fowling Piece +2 at Point Blank	Firearm +2 at point blank; Fowling piece ±0 at Medium	-1 to -4 depending	<i>EITHER</i> +1d6 per 5 pts attack succeeds; <i>OR</i> 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.

<i>Explosion damage</i> ¹	<i>Point blank</i>	<i>Close</i>	<i>Near</i>	<i>Long</i>
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 modern¹ 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 cumbersome 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.

¹ 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.