

## Combat Table Quick Reference

**Combat Sequence of Play:** Subject to modification by the game-master the basic game turn is one minute long. A combat game turn is shorter at 10 seconds per combat game turn with six combat rounds per game turn. During a combat turn a player character may do the following depending on the circumstances of the combat. They may:

1. Parry, attack, parry\*.
2. Attack, parry, attack\*.
3. Attack, attack, parry\*.
4. Parry, parry, attack\*.
5. Attack, attack, attack\*.
6. Parry, parry, parry\*.

\* Any one of these may be substituted with a stepping move forward and back into place, a permanent move forward, backward or a weapon change. A weapon change will require a separate dexterity roll.

### Results of the Attack "to Hit" Roll Man vs. Man, Dwarf, Quillian, Oric

If the attacking character rolls higher than their combined dexterity number and weapon skill on a 20-sided die they have missed their target. Modifiers are added or subtracted as require by the rules and the game-master.

Roll equal to the to hit number	½ weapon damage to shield arm
Roll 1 less than the to hit number	½ weapon damage to torso
Roll 2 less than the to hit number	the shield leg is hit.
Roll 3 less than the to hit number	Shield-arm*, if no shield, then shield arm
Roll 4 less than the to hit number	Shield-arm*, if no shield then torso
Roll 5 less than the to hit number	Torso/ or shield if shield parry used*
Roll 6 less than the to hit number	Torso/ or shield if shield parry used*
Roll 7 less than the to hit number	Weapon arm/ or shield if shield parry used*
Roll 8 less than the to hit number	Weapon leg
Roll 9 less than the to hit number	Head/ Face

Roll 10 or more less than the to hit number, the location of choice is hit, or the opponent is disarmed and captured if the attacker is within arm's length. The location of choice should be stated in advance of attempting to strike the blow.

### Results of the Attack "to Hit" Roll Man vs. Creatures Leading = closest to attacker

Roll equal to the to hit number	1/4 damage to leading arm, leg wing or claw
Roll 1 less than the to hit number	½ weapon damage to leading arm leg, wing, or claw
Roll 2 less than the to hit number	Full damage to leading arm, leg, wing, or claw
Roll 3 less than the to hit number	Full damage to torso,back,fin, wing, or tail
Roll 4 less than the to hit number	Full damage to torso,back,fin, wing, or tail
Roll 5 less than the to hit number	Full damage to leading arm, leg, tentacle, wing, or claw
Roll 6 less than the to hit number	Full damage to leading arm, leg, tentacle, wing, or claw
Roll 7 less than the to hit number	Full damage to belly, torso tail, leg, or wing
Roll 8 less than the to hit number	Full damage to torso, neck, or head
Roll 9 less than the to hit number	Full damage to torso, neck, mouth, or head

Roll 10 or more less than the to hit number, the location of choice is hit This location should be chosen in advance. No character may hit a target on the chart that is in fact out of range for their weapon instead they hit the closest target in range for their weapon. Attack the tail of a 20-foot-long beast with a sword and rolling more than 10 under your dexterity and weapon skill will not allow you to suddenly reach the creature's head.

### Results of the Attack "to Hit" Roll Man/ ship vs. ship- A ship may not parry an incoming shot.

The crew and weapons on the ship will have the ship's to hit numbers based on the skill of the crewmember using that weapon. The following is the hit location and damage chart for ships engaged in combat.

#### Die Roll

#### Ship Damage Location

Roll equal to the to hit number	½ weapon damage to ship railing/ sail/ spar/ mast.
Roll 1 less	Full damage to Railing/ sail/ spar/ hull above waterline
Roll 2 less	Full damage to Oars/ cargo hatch/ cargo.
Roll 3 less	Full damage to Water cask/ bilge pump/ hull above waterline/ crewman.
Roll 4 less	Full damage to Sail/ mast/ spar/ rigging/ crewman.
Roll 5 less	Full damage to Ship weapon/ crew/ hull above waterline
Roll 6 less	Full damage to Sail, mast/ spar/ cabin/ crew.
Roll 7 less	Full damage to Tiller/ steering/ crew/ ship weapon ammunition
Roll 8 less	Full damage to Rudder/ hull above waterline/ crew
Roll 9 less	Full damage to Bowsprit/ ladder/ anchor/ hull above waterline
Roll 10 less	Full damage to Lifeboat/ rigging/ hull at waterline/ location of choice.

## Ship Combat Damage Results Quick Reference

**Hull Damage:** Subtract the weapon's damage from the ship's hull armor value. If the weapon does more damage than the armor value of the hull, there will be a hole in the target ship's hull. A hand cannon and shot from a swivel gun will make a 1-inch diameter hole.

A Falconet cannon makes a 3-inch diameter hole.

A stone fired from a ship/tower ballista will make a 4-inch diameter hole.

A five-pound bombard will make a 6-inch diameter hole.

A ten-pound bombard will make an 8-inch diameter hole.

A long tom cannon will make a 4-inch hole.

A ship/tower mounted mangonel stone will make an 8-inch hole.

A larger shore mounted siege ballista, mangonel, or trebuchet will make an 18-inch hole.

Damage from a weapon that failed to go through ship hull armor value can still do damage.

Damage short of making a hole by 1-4 points will generate splinters that can cause Cut1, Thrust 6, impact 3 damage to crew or objects inside hull. Have each crew or cargo item inside hit location roll with a 15% chance of being hit.

Damage short of making a hole by 5-8 points will generate splinters that can cause Cut1, Thrust 6, impact 3 damage to crew or objects inside hull. Have each crew or cargo item inside hit location roll with a 10% chance of being hit.

Damage short of making a hole by 9-12 points will generate splinters that can cause Cut1, Thrust 6, impact 3 damage to crew or objects inside hull. Have each crew or cargo item inside hit location roll with a 5% chance of being hit.

### **A hull hole from battle at the waterline:**

1-inch hole will have about 14.7 lbs. of pressure it will leak 1-gallon per minute and add 10 pounds to the ship's carry weight per game turn it can be patch by any character with a strength of 3 or higher.

2-inch hole at the waterline will leak 4 gallons per minute and add 40 pounds to the ship's carry weight per game turn. It can be patched by any character strength 4 or higher.

3-inch hole will leak 10 gallons per minute and add 100 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 5 or higher.

4-inch hole will leak 19 gallons per minute and add 190 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 6 or higher.

5-inch hole will leak 29 gallons per minute and add 290 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 7 or higher.

6-inch hole will leak 42 gallons per minute and add 420 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 8 or higher.

8-inch hole will leak 57 gallons per minute and add 550 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 9 or higher.

18-inch hole will leak 120 gallons per minute and add 1,200 pounds to the ship's carry weight per game turn it can be patched by any character with a strength of 10 or higher.

If the weight of water leaking into the ship is added to the ship's current cargo weight and the total comes to twice the cargo tonnage listed for the ship type, the water has reached the top of the gunwales and the ship will rapidly sink as the water flows across the deck unhindered into the ship's hold.

**Rudder/ Steering Oar/ Mast/ Spar Damage:** The average mast and rudder can take 90 points of damage before being destroyed or cut in half.

1-8 points damage Item currently still usable repairable in 4 hours.

9-16 points damage Item currently still usable repairable in 12 hours, ship maneuver cut by one third (fractions rounded down)

17-24 points damage Item currently still usable repairable in 1-day ship maneuver and speed reduced by half. (

25-32 points damage Item currently unusable repairable in 2 days. No ship maneuver ability /sails on mast must be lowered or mast may break and fall.

33-40+ points damage item is unusable and unrepairable with replacement the only option.

(**Game-master** the risk of the mast crashing to the deck is up to you based on the combat situation but is suggested at around 50%. A falling mast will do Cut 0, Thrust 2, impact 50 to any crew or objects it falls on.)

### **Sail & Rigging Damage:**

The sails and the rigging can be damaged by almost any weapon that hits them. The sails have an armor code of Cut 2, Thrust 1, Impact 2, Burn 1. The rope rigging has an armor code of Cut 4, Thrust 5, Impact 3, Burn 2. The following ammunition is designed to take out sails and rigging.

Ball & chain shot, or Bar-shot: from any bombard or cannon will both do Cut 1, Thrust 20, Impact 12, Burn1. They can make a hole in sails that will reduce speed by 20% for each sail hit. And they can cut out rope reducing maneuverability and speed by 20% for each hit to rigging.

Arrows & crossbow bolts designed to cut rope and sails will reduce maneuverability and speed by 5% with each hit to rigging or sails.

Flame arrows: have a 10% chance of setting the rigging or sails on fire with each hit to sails or rigging. If the fire starts and is not put out by the crew the ship's maneuverability and speed is reduced by 5% for every game turn the fire burns.

Naphtha pot: generally, the sails and the rigging will not break a naphtha pot, but they will cause the pot to fall to the deck, break and start a fire on the deck. The game master will decide if this results in any crewmen being hit by the burning liquid of the naphtha pot breaking. The naphtha pot has a 30% chance of starting a fire on the ship. Naphtha cannot be put out with water only sand or dirt. **Game-master** For every game turn a fire at sea is not being fought by the crew, the fire will grow by 10%. For every crewman fighting a fire on board their ship they have a 15% chance of putting the fire out. If the player characters didn't put barrels of sand onboard their ship in advance, then they can't put a naphtha fire out and it will spread to the wood, rigging and sails of the ship.

**Cargo Damage:** (This includes fresh water and food stores for the crew)

### **Amount of Damage Results**

1-4 points Item currently unusable but repairable in 4 hours, 25% of water & food lost.

5-8 points Item currently unusable repairable in 1 day, 50% of water & food destroyed.

9-12 points Item destroyed and unrepairable. 75% of food & fresh water lost.

13-16 points Item destroyed and unrepairable. 100% of food & fresh water lost.

17- 20+ points Total loss of damaged material.