

Attack

Withering: (Dex+Skill+Acc), *if equal or greater* than Defense, roll (Damage+Extra Suxx+Str) - (Stam+Soak), steal suxx Initiative, gain 1 Initiative. Double 10 on damage.

Decisive: (Dex+Skill), if equal or greater than Defense, roll (Initiative) if greater than (Hardness), deal suxx in damage, return to Initiative 3

Surprise Attack: Target has -2 Defense

Stunts:
Adds something
Is *not* boring
1: +2 dice
2: +1 suxx, +2 dice, 1 willpower
3: +2 suxx, +2 dice, 2 willpower

Combat

Aim: +3 accuracy next turn. Cannot move. Cannot flurry. Needed to attack at range Med+.

Defend Other: Apply Parry to your ward until next turn

Draw Weapon: Defense -1

Full Defense: Defense +2, Initiative -1, can only flurry with social

Miscellaneous: Defense -1

Reestablish Stealth: (Dex+Stealth -3) contested by (Perception+Awareness)

Initiative Crash:
No *Perilous* Charms
Cannot Decisive
Hardness 0

Movement Actions

Move: (Reflexive - Once per turn) Move 1 range band

Rush: Short range only. Contested (Dex+Athletics)

Disengage: Close range only. (Dex+Dodge) contested by (Dex+Athletics), -2 initiative

Rise from prone: (Dex+Dodge) difficulty 2 if enemy in close range.

Take Cover: (Dex+Dodge) difficulty X, X determined by ST.

Withdraw: Extended (Dex+Athletics), diff 1, goal 10, interval 1 round. Only if no enemy within medium. Success moves 1 range band away. If completed when extreme range, flee the scene.

Gambits

Roll (attack), if hit, roll Initiative. Then lose (Difficulty+1) Initiative.

Disarm (Diff. 3): Knocks weapon to short range

Unhorse (Diff. 4): Knock character prone, deal 1 bashing, unmount enemy

Distract (Diff. 3-5): Transfer (cost) Initiative points to another ally.

Clash
Opposed Attack
Wit: +3 init. damage
Dec: +1 damage lvl.

Varia

Join Battle: (Wits+Awareness) + 3 suxx, suxx in starting Initiative

Difficult Terrain: 2 Move to change range. -3 to Disengage, Rush, Withdraw

Prone: -1 Parry, -2 Evasion, -3 Attacks, cannot move

Mounted: +1 withering attack against unmounted, +2 withering attack against battle groups without reaching close weapons, +1 Defense against non-reaching close weapons.

Cover
Light: +1 def
Heavy: +2 def
Total: Immune

Accuracy

Mor/Art	Close	Short	Med*	Long*	Extreme*
Thrown	+4/+5	+3/+4	+2/+3	-1/+0	-3/-2**
Archery	-2/-1	+4/+5	+2/+3	0/+1	-2/-1

Motes Regeneration
Don't forget!
You get 5 motes at the beginning of every turn!

*Must Aim without bonuses before attacking

**Impossible without Charms

Battle Groups

Initiative: A Battle Group's Initiative never shifts

Magnitude (Health): Average Health + Current Size. Upon losing it, check for Rout (Willpower). Success lose 1 size. Fail dissolve. Extra damage rolls over.

Attack: Only Withering attacks. If Crash, extra damage is on Health, not Initiative.

Area Attack: A Battle Group attacks everyone in Close, or a whole area with ranged attacks

Defend: All damage suffered (including Initiative) is applied to Health. If Decisive, +1 damage/4 dice

Cannot Aim. Cannot Grapple.

Battle Group Traits

Size

Add it's value to attack rolls, raw damage, Magnitude and soak. Varies from 0-5

Drill

Poor: -2 to orders and Rally. Increase Rout difficulty by 1
Average: +1 defense
Elite: +2 to command and +2 defense

Might

0: No effect
1: +1 acc, +1 damage, +1 defense
2: +2 acc, +2 damage, +1 defense
3: +3 acc, +3 damage, +2 defense

Command Actions

Cannot Flurry

Order: [Int, Charisma or Appearance + War], difficulty 1. Extra Successes added as dice to BG next action. INT for Backline Strategist, CHA for Center General, APP for Frontline Leader

Rally: Check for Rout with [Charisma OR Appearance + War]. Success regains a point of Size. Failure no drawback.

Rally for numbers: [Charisma OR Appearance + War], difficulty 1. Each 2 successes "heal" 1 point of Magnitude. Cannot restore Size.

Perfect Morale

Auto-Success on Rout
+3 to Magnitude

Slaughter

Attack Routed group.
Target at -3 defense
Gruesome murders

Strategic Warfare

- 1: Each general chooses a Stratagem
- 2: Tally Advantages
- 3: Opposed [Int+War]
- 4: Apply Stratagem

Stratagems

Back To The Sea (*threshold 1*): Rally Impossible

Strategic Placement (*threshold 1*): Choose battlefield

Demoralize (*threshold 2*): -1 to Rout checks

Fortifications (*threshold 2*): Long range. Difficult terrain

Ambush (*threshold 3*): 1 Ambush, 3 Surprise

Pincer Attack (*threshold 3*): -1 onslaught for battle

Strategy Modifiers

- 1 General knows nothing at all about opposing general
- 1 General knows little to nothing about the forces he is to face.
- 1 General commands troops with poor Drill.
- +1 General has extensively studied his opponent's past strategies
- +1 General has spies and informants within the enemy's ranks
- +2 General has a high-placed traitor within enemy ranks
- +1-3 The players have roleplayed one or more scenes in which they obtained some concrete advantage over the enemy or harmed the enemy army