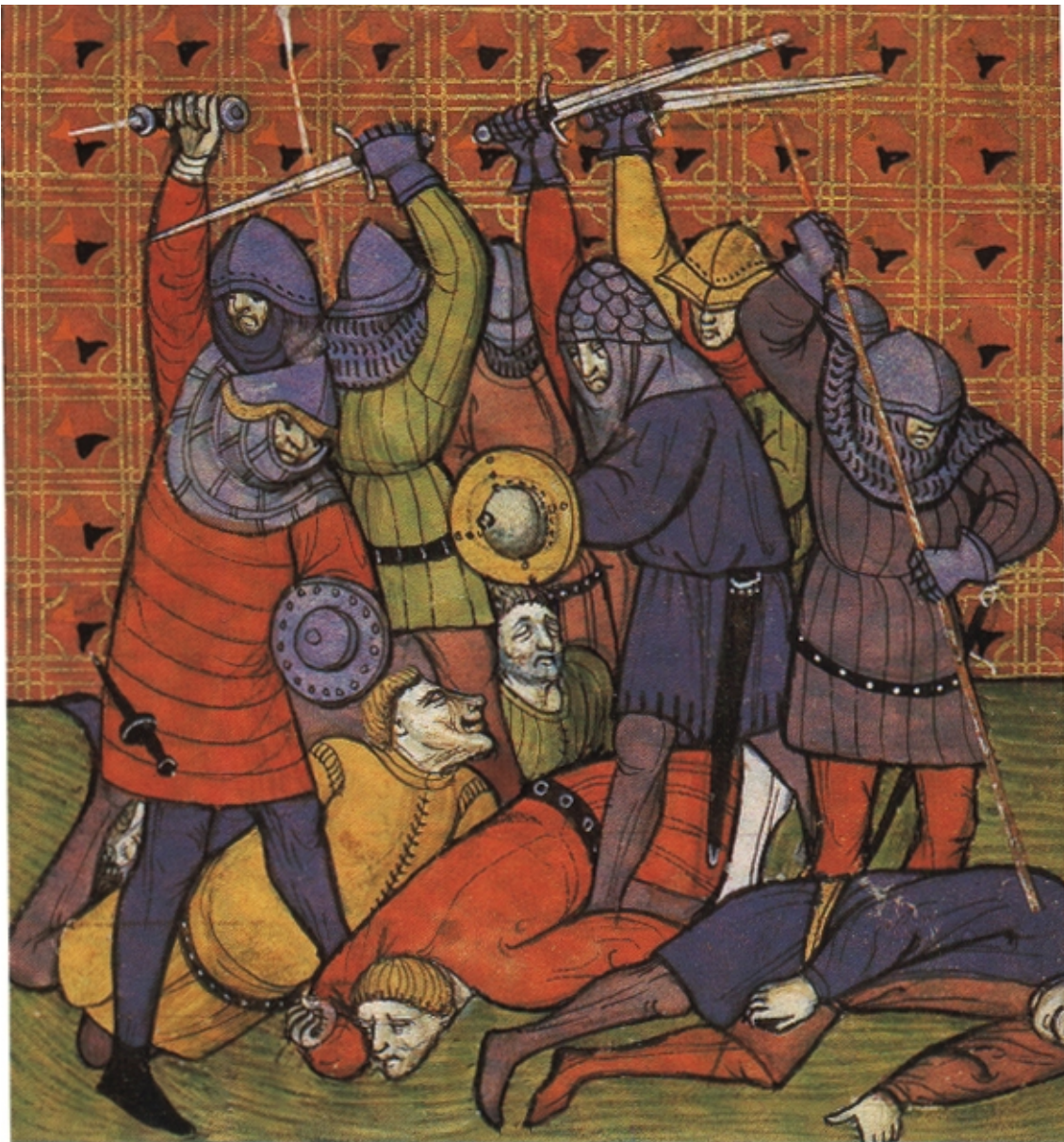


Eternal City – Combat Systems Guide



Combat System Overview

- Each protagonist has two Actions in a Combat Round
- Actions are expressed on 2d10 adding relevant modifiers
- Actions may be spent on attack and defence but there are other possible actions e.g. extra movement, throw missile, etc.
- Only one attack may be made in a round in most circumstances
- Two actions may be combined into a Double Action
- Combat results are adjudicated at the point in the round at which they occur.

Order of Business

- Declare intentions for the round
- Prepared Spells and Miracles
- Prepared Crossbows and similar stored energy devices
- Normal Movement
- First Action Missiles
- Close Combat - initiative priority order:
 - longer weapon;
 - thrusting attack before swinging attacks;
 - Fighting Level;
 - Weapon Skill;
 - highest on d10
- Movement after combat
- Second Action Missiles

Some Actions

Although the system is not intended to be entirely prescriptive and the GM will endeavour to accommodate innovation, the following standard Actions offer a consistent framework.

- **Strike** – the default attack action – add Weapon Balance, Weapon skill and situational factors as determined by the GM.
 - a score of 11 and above is a Glancing Blow (half weapon damage)
 - a score of 16 and above is a Palpable Hit (full weapon damage + Strength modifier; potential tactical outcome on damage above 5)
 - a score of 21 and above is a Critical Hit (maximum damage + Strength modifier; located hit (d100); tactical outcome; potential wounding).
- **Aimed Strike** – a normal blow aimed at a specific location. Glancing Blows are ignored. Success thresholds depend on the precision required and situational factors. (e.g. It may not be at all difficult to strike a shield at distance; it is easier to stab a specific location with a dagger when grappled; it will always be difficult to pierce a target through the eye).
- **Grapple** – an attempt to grip an opponent at close quarters. Obviously attractive to a protagonist wielding a short blade or none. May be a prelude to a lock, throw or disarming manoeuvre. Add Brawling or La Scherma Skill and apply Strength or Agility modifier. Success on a Palpable Hit. Brawling grapples require a free hand. La Scherma teaches grappling moves that do not.
- **Overbear** – is similar to a Grapple but intended to push back or knock over an opponent. Add Brawl or a Shield Skill (if using Target or Pavise) or an appropriate (typically a hafted weapon held with two hands spaced apart) Weapon Skill. Declare Bulk to the GM (to apply modifiers relative to the Bulk of the target).
- **Defensive Stance** – minimises your opponent's chance of landing a telling blow. Roll on 2d10 adjusted for one relevant Skill (e.g. Weapon or Shield, Armouring etc.) or Fighting Level, + Armour, +1 for a Buckler, +3 for a Target, +6 for a Pavise. The result degrades any incoming blows by reducing hit points taken. Even a relatively low total (6-10) will make a small difference. It is applied to all incoming blows in the round.
- **Parry** – An attempt to deflect a particular blow. To be successful a Parry roll merely has to beat the number of the Attacker's roll. If the two rolls are equal the Attack is defended but the Defender makes a check to see if there are consequences – e.g. dropped weapon or a tactical check. An overwhelming success may cause the attacker to be checked or even disarmed. 2d10+ appropriate Weapon or Shield Skill. Add +1 for a two-handed weapon; Buckler+2; Target +3; Pavise +4.

- **Evade** – An Evade is a combat move primarily intended to avoid contact with an enemy while moving through the combat zone or to break off combat as a prelude to retreat. However, it can also be used make a combatant generally more difficult to hit. Roll 2d10 adding Evade or La Scherma Skill; add any Agility Bonus and subtract Encumbrance. Specify intention before rolling. Depending on the roll there may be a trade-off to be made between making forward progress and defence.

Miscellaneous

- Only one Strike is normally permitted per round, and no Action may be repeated.
- Two Actions may be combined into one: roll an extra d10 and discard the lowest.
- There is a penalty of -2 on using the same weapon in a round for both attack and defence. Apply the penalty to one or other action or split it between the two.
- Anyone may strike with a weapon in their off hand at -3. The skill *Ambidextrous* offsets this minus (to the extent of the skill).
- Regardless, only one attack is permitted in a round.
- There are no minuses for the use of a shield, or a light offhand weapon for defence.

Movement

- Any protagonist may move three hexes forward, one backwards or two sideways if not in contact with an opponent at the beginning of the round.
- By spending an Action a protagonist may Run. Roll 2d10 add Agility; subtract Armour (offset by Armouring Skill).
 - Up to 5: +1 hex (a natural 2 is a Critical Fail)
 - 6-10: +2 hexes
 - 11-15: +3 hexes
 - 16: 20 +4 hexes
 - 21+: plus +5 hexes (Natural 20 is counted as 21 and is not adjusted downwards)
- Cluttered ground or difficult terrain will attract minuses. These can be offset by an Evade Skill. If a run brings the protagonist in contact with the enemy, a second offensive Action may receive a Charge damage bonus, depending on Weapon and mode of Attack
- All movement stops when contact is made with an opponent but spare hex movement is taken into account if the next Action is an Evade.
- A spare action at the end of the combat may be used to move a hex in any direction or change facing.
- Protagonists may follow up a combat result (e.g. a bash) without using an action.

Weapons, Shields and Armour

- Each weapon has a profile which includes:
 - Balance - indicates a plus or minus to hit on 2d10 (also to Parry)
 - Damage – dice damage in the event of a hit
 - Default mode (e.g. Thrust, Cut, Impact etc.) if not specified by the protagonist
- There are three common types of shield:
 - A Pavise is a very large shield with a spike on the underedge. It is primarily a device for an archer to hide behind on the battlefield or in a siege, but specialists may use it in more active and offensive ways. In this case it is usually wielded in two hands.
 - A Target is a now slightly old-fashioned triangular shield mostly for use in battle, riot control, on guard duty or on parade.
 - A Buckler is a metal disc with prominent boss that can be hung on the belt.
- All shields may be used offensively as well as defensively.
- Armour protects in two ways:

- Primary armour (e.g. Jack, Brigandine, Haubergeon, Camail etc.) and helmets add to a protagonist's Defensive Stance
- All armour protects the specific locations it covers against Wounding Results
- Obviously armour slows a protagonist down – the Soldier's skill *Armouring* offsets these minuses to the extent of skill.
- Armour may also lead to exhaustion expressed in minuses to Hit Points (bear in mind the weather in Rome can be very hot). Again this is mitigated by the *Armouring* skill.
- ***Players are encouraged to know their Weapon and Armour Profiles and apply them at run time without prompting.***

Missiles

- Missiles all have specific re-load profiles
- Crossbows, prepared and aimed at the start of a round may shoot without an Action
- This may apply to self-bows but they cannot be held at full draw beyond a round
- Thrown weapons (and slings) require an Action to prepare and another to loose.

Damage

The outcome of blows received is expressed in Hit Points; in Tactical Results; Body Points; and Woundings.

- **Hit Points** represent the ability to absorb superficial damage in a fight. They are easily regained, although the lower the hit point total falls the longer it takes to recover. Nevertheless, anyone who comes through a combat with hit points remaining (and no Body Point damage) has taken no real or lasting harm or effects that will last beyond a night's sleep. Anyone who runs out of Hit Points is exhausted and must start to make Will checks to keep active (all such actions at at least -2). Any surplus from a blow that takes the protagonist below zero hit points is recorded as a negative number and will affect recovery rates. Subsequent damage will be expressed in from Body Points and Wounds.
- **Tactical Results** may occur when a protagonist takes a Palpable or Critical Hit. These are events that disadvantage a combatant, causing a loss of Actions and presenting tactical problems. The lowest level of Tactical Result is a *Check* – the loss of the next Action. More serious outcomes may involve dropping a weapon; stumbling to knees; being bashed back or over, dazed or excruciated.
- **Wounds** are expressed in a Body Points. They represent “real” damage and may also come with impairments that require long recuperation without Divine/Magical intervention. Wounds are precisely located. Armour on that location will mitigate the outcome. Running out of Body points brings the distinct possibility of permanent impairment, maiming and outright Death. The Body Points for each Wound should be recorded separately.

Recovery and Healing

Hit Point Recovery

Providing no Body Points have been lost:

- After a 10 minute rest
 - Up to a $\frac{1}{4}$ hit points lost: fully restored at the end of the rest period
 - Up to $\frac{1}{2}$ hit points lost above half recover $d6 + \text{Constitution Bonus}$; and for each Stamina Level $+1$ (General Pool) or $+2$ (Soldier Pool).
 - Hit Points half or less: as above, but the total is divided by 2.
 - Hit Points below 0: $+1$
- After 1 Hour rest – As above but
- After a night's rest all Hit Points are fully restored if no Body points are lost
- Lost Body points are multiplied by three for the purposes of calculating the proportion of Hit points lost and also reduce the maximum recoverable accordingly.
- N.B. The above applies to Hit Points lost in combat only. Hit points deducted for exhaustion, encumbrance etc. count for the purposes of calculating the proportions lost but typically return at a slower rate at the GM's discretion.

Body Point Recovery

- *Pronto Soccorso* – if a comrade binds your wounds in a timely manner, there is a possibility that they might not be quite as bad as first thought. The first aider rolls $2d10$ adding any appropriate skill, for each wound. Although they are likely to do more good than harm, a very poor roll may cause further damage. Miracles and Magic are also more effective in the minutes immediately after combat.
- Thereafter, Body Point recovery is calculated by the GM to a number of days to return to full health. A modest Body Point loss may be recovered in a few days, more serious wounds might take weeks or even months. The number may be mitigated by extra priestly or magical attentions and comfortable conditions for convalescence. Equally, poor conditions and a lack of care may increase the time to recovery or even cause a worsening, potentially leading to death.

