

Fire & Sword Combat - Condensed

Combat Procedure

1. Declare intent
2. Shoot missile weapons {bows, javelins, etc}
3. Move
4. Resolve Melee Combat
 - a) Determine longer weapon {spear is longer than sword, which is longer than dagger, etc} longer weapon strikes first. If weapons are of same length, attacks are effectively simultaneous.
 - b) Apply modifiers in Combat Situational Modifier table to skills. Add Bless Spell Modifiers to skills, Add Size Modifier if relevant, to skill. These modifiers combine with each other.
 - c) Roll dice – Attack vs. parry or dodge. An enemy attacked multiple times may not have enough actions to parry. Higher die roll wins. Resolve attacks as opposed skill contests as described in the Core Combat Rules.
 - d) Roll D10 for one handed weapon, or D10+2 for 2 handed weapon. Add magical pluses for magical weapons. Compare to D10 {D12 for knights, etc} + armor modifier + size modifier {if fighters are of different sizes. If attacker roll is higher, defender is "incapacitated and cannot do anything till the end of the episode. If not, attack has no effect.
5. Magic phase. Spells that were declared to be cast in the Declare Intent phase, and which have not been interrupted by a hit on the casting character, take effect. Spells cast at others, such as Mystify, may be opposed.
6. Resolve looking around {Spot skills, etc} quick lock pick {Lightfingers -10}, etc actions.
7. Return to step 1.

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Combat Situational Modifier Table

<i>Situation</i>	<i>Modifier</i>
Attempting the almost impossible	-20
Enemy protected by substantial fortification	-10
Exhausted combatant fighting fresh foe	-10
Fighting Blind or in total darkness	-10
Shooting at enemy behind cover	-5
Shooting at a moving target	-5
Shooting from a moving horse	-5
Shooting at long range	-5
Fighting in low visibility, dense fog	-5
Tired (just had a combat episode)	-5
Fighting uphill	-3
Fighting Mounted enemy while on foot	-2

Size Modifier Table

<i>Size</i>	<i>Examples</i>	<i>Impact Modifier vs. Human</i>	<i>Dice to resist incapacitation</i>	<i>Size modifier to hit</i>
Tiny	Insects, mice,	-15	1D3	-10
Very Small	House cat, falcon, etc	-10	1D6	-5
Small	Most dogs, l	-5	1D8	-3
Human	Human	0	1D10	0
Large	Horse, Giant Boar	+5	1D10+5	+3
Huge	Elephant, etc	+10	1D10+10	+5
Gigantic	Giant, Roc	+15	1D10+15	+10
Colossal	Large Giant	+20	1D10+20	+15

Fumble Table

<i>Roll</i>	<i>Result</i>
1-2	Off Balance Cannot attack next round
3-5	Off Balance – Can neither attack nor parry next round
6	Lose weapon – weapon cannot retrieved for rest of fight
7	Vision obstructed – Attacks and parries -10 till one round out of combat can be spent to remove obstruction
8	Hit self – roll D20 and if you roll a 1 damage is maximum and ignores armor; if not do normal weapon damage; to self. If this happens while parrying, drop parrying weapon or shield.
9	Hit ally, as hit self except nearest friend is hit. If no friend within reach, hit self.
10	Expose yourself – all enemy attacks increase one level, thus enemy misses become hits, hits become specials, specials critical successes, and critical successes cinematic.

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Armor Modifier Table

Protection	Modifier
Light Armor	+1
Medium Armor	+2
Heavy Armor	+3
Enchantment *	+ value of enchantment
Shield Spell *	+1 per point of Shield
Damage Resistance Spell *	+ See intensity chart
Armor or Clothing Object Spirit *	+(Protection skill -10) / 5

Note asterisked sources of armor do not combine with each other. Character get the greatest plus value of any individual magical enhancement.

Injury Table

Roll	State	Notes
1	Healthy	Pain only effect, recover at end of episode
2-6	Walking Wounded	
6-7	Walking Wounded	
7-9	Badly Wounded	
10-12	Badly Wounded	If Con - 5 roll is missed, infected by flesh rot
13	Badly Wounded	Disabled, roll on Disability table
14-16	Dying	
17	Dying	Disabled, roll on Disability table
18	Dying	Immediate Con roll, dead if failed
19	Dying	Immediate CON roll, modifier -7; dead if failed
20	Dead	

Disability Table

Roll	Result
1-3	Right Leg Broken - Cure by Reset Bone
4-6	Left Leg Broken - Cure by Reset Bone
7-9	Right Arm Broken - Cure by Reset Bone
10-12	Left Arm Broken - Cure by Reset Bone
13-14	One eye put out - Cure by Restore Vision
15-16	Addled - Cure by Cure by Cure Madness
17-18	Limb severed - roll D12 as above to determine limb but need Regenerate to cure.
19	Hearing Loss -5 to listen skill roll - Cure by Heal Body
20	Weakness - Impact Bonus -2, worst of 2 rolls when Con or Strength rolls are required - Cure by Heal Body.