

## Base chance to Hit in combat:

Determined by the character's expertise

Expertise	Base Chance to Hit
3-4	4
5	5
6-7	6
8	7
9-10	8
11	9
12-13	10
14	11
15-16	12
17	13
18-19	14
20	15
21-22	16
23	18
24 or more	20

### 3. Attacker's Dueling style

- Spanish Style: +1 Slash
- Italian Style: +1 Lunge or Thrust
- Cavalry Style: +1 Slash

Modified by:

#### 1. Weapon used:

(included in the character's sheet)

Dagger	+0
Foil	+3
Rapier	+2
Longsword	+1
Sabre	+2
Cutlass/Short Sword	+1
2-H Sword	-1
Pike	-1
Halberd	-2
Poleaxe	-2
Club	-1
Brawling Weapon	-1
Unarmed Attack	-1

#### 2. Situation Modifiers:

Attack is a counterattack	+1
Attacker is above defender	+2
Attacker is below defender	-1
Attacker is behind defender	+4
Attacker is heavily encumbered	-3
Defender is heavily encumbered	+1
Attacker is using his «Off-Hand»	-3
<i>(i.e., right-handed attacking with his left hand)</i>	

### 4. Attack and Defense Maneuvers

Attack	Dodge	Duck	Sidestep	Step Back	Defense
Lunge	-3	-0	-6	-2	
Thrust	-3	-0	-6	Cannot Hit	
Slash	-3	-6	-0	Cannot Hit	
Strike	-3	-3	-3	Cannot Hit	
Strike	-3	-3	-3	-3	
		(With Club or Brawling Weapon)			
		(With Polearm or 2-H Sword)			
Punch	-2	-4	-1	Cannot Hit	
Kick	-2	-0	-4	Cannot Hit	
Haymaker	-2	-4	-0	Cannot Hit	
Grapple	-2	-0	-2	Cannot Hit	
Tackle	-2	-2	-6	-4	

### 4. Roll the dice

●Roll 1d20. To hit, the result must be **equal or less than the chance to hit**. A result of 1 is a critical; 20 is a fumble. If the result is **half or less than the chance to hit**, you have inflicted a **grievous wound** (base damage + 1D6). If not, it is a **normal wound** (base damage).

## Base chance to parry :

Determined by the character's expertise

Expertise	Base chance to parry
3-4	4
5	5
6-7	6
8	7
9-10	8
11	9
12-13	10
14	11
15-16	12
17	13
18-19	14
20	15
21-22	16
23	18
24 or more	20

### 3. Attacker's weapon

Dagger	-0 to be parried
Foil	-3 to be parried
Rapier	-2 to be parried
Longsword	-1 to be parried
Sabre	-2 to be parried
Cutlass/Sortsword	-1 to be parried
2-H Sword	+1 to be parried
Pike	+1 to be parried
Halberd	+2 to be parried
Poleaxe	+2 to be parried
Club	+1 to be parried
Brawling weapon	+1 to be parried
Unarmed attack	+1 to be parried

### 5. Defender's fencing style

•Users of **French Style**, using a second «weapon» in their off-hand, have a bonus to their parry chance, depending on what they use: **main-gauche +3; baton, cloak, hat, or buckler +2; sword or normal dagger +1.**

•Users of **Italian Style**, can use the following weapons in their off-hand: **main-gauche, buckler, ou baton: parry +1.**

### 6. Reaction Parry

•If the parry is a **reaction parry** (as opposed as the Parry defense maneuver, choses as an action), the defender has **-6 parry malus**. A reaction parry does not count as an action.

### 7. Multiple parries

•If the character must parry several attacks during the same turn, each parry after the first has a cumulative malus of **-1**. So, the second parry is -1, the third -2, the fourth -3, etc.

**NOTE:** Weapon breakage chance: (Attacking weapon class - Parrying weapon class +1). Roll equal or more on 1D6 for breaking. If parrying with two weapons, defender choose which weapon to use. **CLASSES:** 1. Dagger, Foil 2. Rapier, Main-Gauche 3. Longsword, Sabre, Baton 4. Cutlass, buckler 5. 2-H weapon

### Modified by:

#### 1. Type of attack

If the defender guesses the type of attack, he has a +3 bonus to his base parry chance. The attack of a strike weapon (polearm, 2-H weapons,...) can always be guessed; there is always a +3 bonus to parry them.

#### 2. Expertise

•If **the attacker** has a higher Expertise with his weapon than the defender with his, the defender has a **-1 parry malus** for each 2 points of expertise difference.

•If **the defender** has a higher Expertise with his weapon than the attacker with his, the defender has a **+1 parry bonus** for each 2 points of expertise difference.

#### 4. Defender's Weapon

(included in the character's sheet)

Dagger	+0 to use for parrying
Foil	+2 to use for parrying
Rapier	+1 to use for parrying
Longsword	+1 to use for parrying
Sabre	+0 to use for parrying
Cutlass/Sortsword	+0 to use for parrying
2H-Sword	+0 to use for parrying

## Base chance to hit, missile weapons:

Determined by the character's expertise

Expertise	Base chance to hit
3-4	4
5	5
6-7	6
8	7
9-10	8
11	9
12-13	10
14	11
15-16	12
17	13
18-19	14
20	15
21-22	16
23	18
24 or more	20

## Reload:

Bow	1 short action
Crossbow	3 long actions
Matchlock Firearm	2 long actions
Wheelock Firearm	1 long action + 1 short action
Flintlock Firearm	1 short action
Hand Cannon	2 long actions

-1 short action if the loader is a Master or Master Superior with the weapon (except flintlock). Master archer loads for free at the end of each turn.

## Modifiers:

Target dodging, ducking, sidestepping	-2
Target moving normally	-1
Target running	-2
Attacker is above target	+1
Attendant braced for 1 turn (long action)	+3
Long firearm on pole brace	+1
Firing or throwing with off-hand (i.e., right-handed attacking with his left hand)	-3

## Ranges

Weapon	Close 0-4m	Short 4-8m	Medium 8-24m	Long 24-48m	Far 48m+
Thrown Dagger	+2	0	-6	-	-
Thrown brawl. weapon	+1	0	-8	-	-
Thrown Foil/Rapier	-1	-4	-	-	-
Longsword/Sabre					
Thrown Cutlass	-2	-6	-	-	-
Thrown Grenade	-	0	-4	-6	-
Bow	+4	+1	0	-4	-10
Crossbow	+4	+1	0	-4	-8
Pistol	+3	0	-2	-6	-10
Dueling Pistol	+3	+1	-1	-4	-10
Carbine	+3	0	0	-6	-8
Musket	+3	0	0	-4	-8
Arquebus	+4	+1	0	-2	-6
Hand Cannon	-	+1	0	-4	-8

### The Combat Turn

-Characters choose their actions (1 long action or two short actions of different types)

-Non engaged characters (more than 3 meters from a foe) **move** (bonus if Dex 15+)

-Attacks are made in this order: **1- missile weapons**, **2- polearms** (pikes, halberds, poleaxe, 2-H sword), **3- dueling weapons** (foils, rapiers, longsword, sabre, cutlass), **4- short weapons** (daggers, clubs, brawling weapons) **5- unarmed attacks**.

-Directly after each missed attack, applicable **counteractions** are taken

-Character attacked by dueling weapons have a chance to guess the attack (for getting the +3 parry bonus).

-Final actions (reloading, getting up,...).

Within a step of the combat turn, actions are resolved in the order of Dexterities, (from higher to lower).

## Locations

Choose > roll 2 D20 > nearest

- 1-2: Head
- 3-5: Right Arm
- 6-10: Torso
- 11-12: Left Arm
- 13-16: Flanks
- 17-18: Right Leg
- 19-20: Left Leg

## Recuperation:

- +1 point per hit location per week
- +2 points to general damage per week (double if resting, lying in bed,....)
- A physician/surgeon/healer/... can (just after the fight) heal up to 3 points (spread out on any locations). Cost is 10L +5L per point healed.

## Hits at once

### Head

2 points: stunned

### Torso or Flanks

4 points: stunned

### Arms and Legs

3 points: endurance roll (D20) or limb is useless for 1D6 jours

## Accumulated hits

### Head

Equal half Hit Points: Inconscious for 1D6 hours  
Exceeds half Hit Points: Death!

### Torso or Flanks

Equal half Hit Points: Inconscious for 1D6 hours  
Exceeds half Hit Points: Death!

### Arms and Legs

Equal or exceeds half Hit Points: limb useless for 1D6 days.

Si une localisation finit à 0 PVs, jet sur table des blessures à long terme.

## General Damage

Equal total Hit Points: Inconscious for 1D6 hours  
Exceeds Hit Points: Death!

### Limb useless:

Cannot hold an object or use one (drops weapons). If a le: movement divided by two and cannot use long actions attacks.

### Stunned: (from damage or unarmed attack)

- loses all actions for the turn
- can only take one short action next turn
- stunned two ro more times during the same turn: no action next turn.

## Weapons'damage

Weapon	Attack Type						Min. STR	Adv. STR
	Slash	Thrust	Lunge	Strike	Fire/Throw			
Foil	0	1	3	-	2	5	15	
Rapier	2	2	4	-	2	6	16	
Longsword	2	2	4	-	2	8	16	
Sabre	3	1	4	-	2	8	16	
Cutlass	4	0	4	-	3	10	17	
Dagger	1	1	2	-	2	3	16	
2-H Sword	-	-	-	5	-	14	18	
Poleaxe	-	-	-	6	-	15	19	
Pike	-	-	-	4	-	13	18	
Halberd	-	-	-	5	-	14	18	
Club	-	-	-	2	-	-	-	
Broken Bottle	-	-	-	2	1	-	-	
Mug	-	-	-	1	1	-	-	
Bow	-	-	-	-	2	10	17	
Crossbow	-	-	-	-	3	-	-	
Pistol	-	-	-	-	2	-	-	
Carbine	-	-	-	-	3	-	-	
Musket	-	-	-	-	4	-	-	
Arquebus	-	-	-	-	4	-	-	
Hand Cannon	-	-	-	-	5	-	-	

**Min. STR:** -1damage for each 2 STR pts missing

**Adv. STR (or more):** +1 damage