

WEAPON EFFECTS

DESTROY

The attack splits and crushes rigid armour, so that one piece is ruined and cannot be repaired. Flexible armour is instead damaged (but repairable). Targets lacking armour take an extra wound.

DISARM

The attack affects a short weapon wielded by the opponent, knocking it out of their hands. The weapon can be retrieved, but this counts as an action. If the weapon is instead long, it is knocked aside rather than out of the opponent's hands. In this case it cannot be used for an attack for their next action, but the wielder can attempt another action if they wish (they do not need to retrieve the weapon).

ENTANGLE

The weapon entangles a foe so that their fighting ability is impaired. An impaired foe loses their next action.

FRACTURE

The attack is forceful enough to damage one piece of rigid armour worn by the foe. If the target lacks armour, or wears flexible armour, they take an extra wound instead.

GORE

The weapon causes a deep and vicious wound, which against unarmoured opponents causes an extra wound. Armoured foes are instead impaired, so that they lose their next action.

GOUGE

The weapon causes a jagged, bleeding wound. The foe will suffer an additional, automatic wound next turn. Foes that have the 'resilient' trait are unaffected, unless the trait has been lost due to injury. If a foe spends their next action bandaging themselves, the extra wound is negated.

IMPALE

The weapon causes a narrow, penetrating wound, which against armoured opponents causes an extra wound. Unarmoured foes are instead impaired, so that they lose their next action.

IMPEDE

The attack affects a long weapon wielded by the opponent, knocking it out of their hands. The weapon can be retrieved, but this counts as an action. If the weapon is instead short, it is knocked aside rather than out of the opponent's hands. In this case it cannot be used for an attack for their next action, but the wielder can attempt another action if they wish (they do not need to retrieve the weapon).

INTIMIDATE

The attack unnerves foes. If the target of the attack is already injured (prior to this attack), they are unnerved and demoralised, and lose their next action. Uninjured foes are less affected, and can act but will not benefit from any applicable traits (such as 'brave' or 'strong') for their next action. Foes that have the 'wilful' trait are unaffected, unless the trait has been lost due to injury.

PAIN

The attack causes a sharp pain, momentarily distracting the foe. For their next action, the opponent cannot benefit from any traits normally applicable to an attack (such as 'brave' or 'strong').

PIERCE

The attack is especially dangerous, and causes an extra wound.

REND

The attack is forceful enough to damage one piece of flexible armour worn by the foe. If the target lacks armour, or wears rigid armour, they take an extra wound instead.

RUIN

The attack cuts and rips flexible armour, so that one piece is ruined and cannot be repaired. Rigid armour is instead damaged (but repairable). Targets lacking armour take an extra wound.

SLAM

The attack forces the target backwards, from hand to rock range (like the shove tactic). If the target strikes a hard surface, they take an extra wound. Foes that have the 'strong' trait are unaffected by this attack, unless the trait has been lost due to injury.

SLICE

The attack is so swift that an additional, free attack can be made immediately against the same opponent. For this extra attack, ignore any weapon effect result.

SMASH

The attack batters the target, so that they take an extra wound and fall (as long as they are bipedal). Fallen foes must use an action if they wish to stand; while floored, they cannot attack. Foes that have the 'strong' trait do not fall (but still take the extra wound), unless the trait has been lost due to injury.

SPLINTER

The attack jars a weapon held by the opponent. On future turns, the affected weapon breaks on a tool bonus die result of 1, 2, or 3. If this effect occurs again on the same weapon, that weapon immediately breaks. Unarmed opponents and beasts take an extra wound.

TRIP

The attack trips the foe, as long as they are primarily bipedal (humans and beast men). The foe falls and cannot attack until they stand (which counts as an action). Quadrupedal, crawling, flying, and other non-bipedal beasts cannot be tripped.

WARD

The attack keeps the opponent at bay, so that they cannot attack the character on the following turn unless they wield a long weapon (such as a spear or staff), in which case they can attack but lose the benefit of any traits normally applicable to an attack ('brave' or 'strong').