

TACTICS

Feint

The combatant makes an attempt at a deceptive attack to 'wrong-foot' a foe, so that their ability is weakened for future attacks.

When a combatant tries to make a feint, a successful dexterous test means they do so and throw a foe off guard. For the remainder of the combat encounter the foe loses any benefit gained from a relevant trait (such as brave or strong) against the character, until one of their attacks is successful. Once the foe makes a successful attack, this effect is negated and may not be used versus the same foe again for this encounter.

Leap

The combatant takes a running leap towards a foe, in an attempt to knock them prone.

When a combatant is trying a leap, an agile test success means the attacker crashes into their opponent. This causes a wound to the foe, and will cause them to fall prone. If the foe has the strong trait (and it has not been lost to injury), they do not fall prone.

Note that only human and human like (bipedal) opponents can be affected by this tactic. In addition, this is a risky tactic, since if the attacker fails the test, they fall prone instead.

Rally

The combatant gathers their strength, pausing to manoeuvre and catch their breath.

This special tactic does not adversely affect the opponent. Instead, the character uses their action to circle their foe and recover from the shock and pain of wounds.

If a resilient test succeeds, the character recovers from one wound (as if it were healed). The player may thus restore one trait. Failure indicates no healing occurs. This can be attempted once, and further attempts are not possible until the character is again injured. Note that it is possible only in combat, it is not a tactic to be used for other incidents of injury (such as wounds from hazards). Once combat ends, a rally cannot be attempted.

Note: only intelligent beings tend to make use of this tactic, animals and many beast men do not.

Restrain

The combatant grips an opponent, restraining their limbs and holding them in place, so that they may not act unless they escape.

When a combatant is trying to restrain a foe, a strong test success means the opponent is held and loses their action for the turn, if they have not already acted. On future turns the restrained combatant can try to escape or attack. The victim escapes if an agile test is a success (which may be attempted once per turn). Alternatively, a restrained person can attempt an unarmed attack on their restrainer. In this case, the person remains held irrespective of whether they injure their assailant or not. Note that the combatant doing the restraining is unable to act (other than to continue to restrain or to release the victim). They may voluntarily release their victim at any time.

Only combatants of a similar or smaller size to the attacker can be restrained.

Shove

Instead of causing damage to an opponent, they are forced back.

If a combatant is trying to shove a foe, a strong test success means the target is forced back from hand to rock range. If the foe has the strong trait (and it has not been lost to injury), they cannot be shoved.

Note that a combatant may only shove opponents of equal or smaller size to themselves. If a shove forces a combatant against a hard or dangerous obstacle (jagged rocks, or a pit), the shoved opponent may be injured (as judged by the GM).

Smash

Instead of damaging a foe, the attack damages an item or weapon.

If a combatant is trying to damage an item held by an opponent, a strong test success means they do so. If the foe has the fortunate trait (and it has not been lost to injury), this tactic will not work against them.

Only items that are held or easily targeted can be damaged. In addition, the weapon used to smash must be larger and more resilient than the target item. For example, a bone knife could damage a bag held by a foe, but would be unlikely to cause significant damage to a cudgel or spear.

A damaged item can be repaired (see crafting in the activities section for details). Only armed characters may smash items in this way. Damaged weapons and tools are no longer useable, and will not confer a bonus die, until repaired.

Strangle

The combatant grabs and chokes the foe.

If a combatant is trying to strangle a foe, a strong test success means the opponent is grabbed by the throat.

Each subsequent turn that the attacker continues to strangle (and doing no other action), they inflict one wound on the victim automatically. If the foe has the resilient trait (and it has not been lost to injury), they take a wound every other turn. The attacker may voluntarily release their victim at any time. Each turn the victim can either attempt to break free, or attempt to injure their attacker as their action. To break free requires a successful agile test. Alternatively, the victim can try to cause the attacker injury with an unarmed attack or a melee attack using a short weapon. A long weapon (such as a spear) cannot be used in this situation. An attacker successfully struck by their victim immediately breaks their stranglehold.

Only combatants of a similar or smaller size to the attacker can be strangled in this manner.

Take

The combatant tries to take an item in the grip of another (such as a weapon or tool).

Note that only held or easily accessible items can be taken. Items that are concealed or fixed (such as a tool within a bag, a knife tied to a belt or a gem attached to a staff) cannot be taken without first defeating the opponent.

When a combatant is trying to take an item held by an opponent, a dexterous test success means they do so. If the foe has the dexterous trait (and it has not been lost to injury), an item cannot be taken from them with this tactic. A combatant needs both hands free to use this tactic.

Trick

This is a special tactic which creates a danger in the combat area. Tricks are tactics that increase the threat or difficulty of fighting in the location. Examples include, causing pots to smash on the floor to make it hazardous for barefooted opponents, knocking over a brazier of hot coals to cause a fire, thereby burning an opponent, casting oil on the floor to cause an opponent to slip, toppling a statue so that it falls onto an opponent, throwing a cloud of ash into the air to befuddle a foe and so on.

The effects of such tactics should be described; the GM has final say as to what is possible. Typically, dangers delay a combatant, cause them to fall, cause them to drop something or cause injury.

If a combatant wants to create a trick, a guileful test success is required. If successful, the opponent is exposed to the created danger. If the foe has the wise trait (and it has not been lost to injury), this tactic will not work against them.