

Range and Cover

Volley 1

Move In

- Close (Speed)
- Sneak In (Stealthy)
- Flank (Tactics)
- Charge (Steel)

Hold Ground

- Maintain Distance (Spd)
- Hold Position (Per)

Volley 2

Move In

- Close (Speed)
- Sneak In (Stealthy)
- Flank (Tactics)
- Charge (Steel)

Hold Ground

- Maintain Distance (Spd)
- Hold Position (Per)

Volley 3

Move In

- Close (Speed)
- Sneak In (Stealthy)
- Flank (Tactics)
- Charge (Steel)

Hold Ground

- Maintain Distance (Spd)
- Hold Position (Per)

Move Out

- Withdraw (Speed+2D)
- Sneak Out (Stealthy)
- Fall Back (Tactics)
- Retreat (Steel+1D)

Hesitation Actions

- Fall Prone
- Run Screaming
- Stand & Drool
- Swoon

Move Out

- Withdraw (Speed+2D)
- Sneak Out (Stealthy)
- Fall Back (Tactics)
- Retreat (Steel+1D)

Hesitation Actions

- Fall Prone
- Run Screaming
- Stand & Drool
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Move Out

- Withdraw (Speed+2D)
- Sneak Out (Stealthy)
- Fall Back (Tactics)
- Retreat (Steel+1D)

Hesitation Actions

- Fall Prone
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	Close	Sneak In	Flank	Charge*	Maintain	Hold†	Withdraw	Sneak Out	Fall Back	Retreat
Close <i>Speed</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Per	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Sneak In <i>Stealthy</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Observ	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Flank <i>Tactics</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Observ	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Charge <i>Steel</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Per	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Maintain <i>Speed</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Per	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Hold <i>Special!</i>	Per vs Spd	Observ vs Stealthy	Observ vs Tactics	Per vs Steel	Per vs Spd	Per vs Per	Per vs Spd +2D	Observ vs Stealthy	Observ vs Tactics	Per vs Steel +1D
Withdraw <i>Speed</i>	+2D vs Spd	+2D vs Stealthy	+2D vs Tactics	+2D vs Steel	+2D vs Spd	+2D vs Per	+2D vs Spd +2D	+2D vs Stealthy	+2D vs Tactics	+2D vs Steel +1D
Sneak Out <i>Stealthy</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Observ	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Fall Back <i>Tactics</i>	vs Spd	vs Stealthy	vs Tactics	vs Steel	vs Spd	vs Observ	vs Spd +2D	vs Stealthy	vs Tactics	vs Steel +1D
Retreat <i>Steel</i>	+1D vs Spd	+1D vs Stealthy	+1D vs Tactics	+1D vs Steel	+1D vs Spd	+1D vs Per	+1D vs Spd +2D	+1D vs Stealthy	+1D vs Tactics	+1D vs Steel +1D

*Your opponent always gets a shot at you when you perform these maneuvers.

†You always get to shoot when you perform this maneuver.

Stride Advantage

- Longest Stride: +1D.
- Stride +4 or more: +2D.

Range

- Out of Range: Cannot shoot/target.
- Extreme Range: Ob 3.
- Optimal Range: Ob 2.

Cover

- Trees, wall, barricade, hedge: +1 Ob.
- Fortification, forest, or other dense cover: +2 Ob.
- Shields: Increase cover level by 1. Great shields add +1D to Steel-based maneuvers.

Spending Successes

Taking a Shot

- One success per shot at the range determined by the positioning test.
- Each character may only shoot once per volley.

Aiming Dice

- +1D to skill per success up to half Perception rounded up.

Taking a Position

- One success per +1D to next positioning test. Max two dice bonus.
- Dice lost if any other action except Hold is used. If Hold is used, dice persist.

Other Actions

- One success to cast spell, say prayer, sing song, open a tomb door, or otherwise make any other type of test in Range and Cover.
- Other action must be tested for as per its normal rules.



Weapon	Opt	Extr/OOR	MaxRange
Melee or None	—	—	7 paces
Pistol	2D	1D	10 paces
Thrown Weapon	1D	1D	30 paces
Arquebus	1D	1D	50 paces
Hunting Bow	2D	1D	100 paces
Crossbow	1D	3D	125 paces
Elven Bow	3D	3D	250 paces
Great Bow	2D	4D	300 paces
Heavy Crossbow	1D	5D	350 paces

Weapon Ranges and Dice

Melee Weapon is
Pistol is
Thrown is
Arquebus is
Hunting Bow is
Crossbow is
Elf Bow is
Great Bow is
Heavy Crossbow is

Melee or No Weapon at

Optimal (-)	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (-)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Out of Range (-)	Out	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt

Pistol at

Optimal (2D)	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt

Thrown Weapon at

Optimal (1D)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Extr	Extr	Extr	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt

Arquebus at

Optimal (1D)	Out	Out	Extr	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Out	Extr	Opt	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt

Hunting Bow at

Optimal (2D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Out	Out	Extr	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Out	Out	Extr	Extr	Extr	Extr

Crossbow at

Optimal (1D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt
Extreme (3D)	Out	Out	Out	Out	Out	Extr	Extr	Opt	Opt
Out of Range (3D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr

Elven Bow at

Optimal (3D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt
Extreme (3D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr
Out of Range (3D)	Out	Out	Out	Out	Out	Out	Out	Extr	Extr

Great Bow at

Optimal (2D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt
Extreme (4D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr
Out of Range (4D)	Out	Out	Out	Out	Out	Out	Out	Out	Extr

Heavy Crossbow at

Optimal (1D)	Out	Out	Out	Out	Extr	Extr	Extr	Opt	Opt
Extreme (5D)	Out	Out	Out	Out	Out	Out	Out	Extr	Extr
Out of Range (5D)	Out	Out	Out	Out	Out	Out	Out	Out	Out

Bombs

Iron-Cased Bomb DoF: 1-2 3-4 5-6
I: B3 M: B6 S: B9 VA 4/2*

Fight Actions: Physical Action (light fuse), Throw Object.

Ranges Dice Optimal Extreme Max. Range
1D 1D 50 paces

* -1 to the DoF when thrown at extreme range. *VA for indirect hits from failed tests.



Missile Weapons IMS and DoF

Hunting Bow					Pistol				
DoF:	1-2	3-4	5-6		DoF:	1-4	5	6	
	I: B4	M: B7	S: B10	VA 1		I: B4	M: B8	S: B11 VA *	
Actions:	Nock and Draw: 5.				Actions:	Fire Gun: 2.			

Great Bow					Arquebus				
DoF:	1-2	3-4	5-6		DoF:	1-4	5	6	
	I: B4	M: B8	S: B12	VA 2		I: B4	M: B8	S: B12 VA *	
Actions:	Nock and Draw: 7.				Actions:	Fire Gun: 2.			

Crossbow				
DoF:	1-2	3-4	5-6	
	I: B4	M: B8	S: B11	VA 2
Actions:	Fire Crossbow: 2.			

Heavy Crossbow				
DoF:	1-2	3-4	5-6	
	I: B5	M: B9	S: B13	VA 3
Actions:	Fire Crossbow: 2.			

* VA by Range: Too close to shoot VA 4, optimal VA 3, extreme VA 1

DoF Modifiers

- Exceed obstacle, +1 to the DoF
- Double obstacle, +2
- Triple obstacle, +3
- Extreme range, -1 to the DoF

Specialty Bolt and Arrowheads

Crossbow Bolt Heads

Helmeted	Standard IMS, VA, and DoF.
Mallet Head	+1 DoF, reduce ranges by 10 paces per category
Fisted Bolt	+1 IMS, +1 DoF, +1 Ob to hit
Spear Tip	+1 VA, -1 IMS

Arrowheads

Hunting Head	Standard IMS, VA and DoF
Bodkin Head	-1 IMS, +1 VA
Leaf Head	+1 IMS, -1 VA
Frog Crotch	+1 IMS, +1 DoF, +1 Ob to hit, -1 VA
Blunt Head	-1 IMS, -1 VA, -1 DoF
Barbed Tip	Same stats as hunting arrow, but the character takes an additional Mark result wound if the barbed arrow is improperly removed. It is an Ob 4 Field Dressing or Ob 3 Surgery test to remove a barbed arrow properly.

Thrown Weapons

Palm-sized Rock				Javelin			
DoF:	I: 1-3	M: 4-5	S: 6	DoF:	I: 1-2	M: 3-4	S: 5-6
Weapon Power:	+0	VA -		Weapon Power:	+2	VA 1	

Large Rock, Brick				Thrown Hatchet			
DoF:	I: 1-3	M: 4-5	S: 6	DoF:	I: 1-4	M: 5	S: 6
Weapon Power:	+1	VA -		Weapon Power:	+2	VA -	

Throwing Knife				Thrown Axe			
DoF:	I: 1-2	M: 3-5	S: 6	DoF:	I: 1-4	M: 5	S: 6
Weapon Power:	+1	VA -		Weapon Power:	+3	VA -	

Darts, Barbs, Spikes				Roden Knives [†]			
DoF:	I: 1-2	M: 3-5	S: 6	DoF:	I: 1-2	M: 3-4	S: 5-6
Weapon Power:	+0	VA -		Weapon Power:	+1	VA 1	

Shuriken*				DoF Modifiers			
DoF:	I: 1-2	M: 3-5	S: 6				
Weapon Power:	+1	VA -					

[†]Roden Only

* Ninja Only

- Exceed obstacle, +1 to the DoF
- Double obstacle, +2 to DoF
- Triple obstacle, +3
- Extreme range, -1 to the DoF