

# RUNE COMBAT QUICK REFERENCE

**Extra Attacks:** Each time you can subtract 20 from your Initiative score and still get a positive number, you get an extra action for every 20 Initiative steps.

## Combat Maneuvers

**Holding Ground:** Add 1 to your ATK score for the duration of the round.

**Ducking and Weaving:** Add 1 to your DFN score for the duration of the round.

## Non-Combat Actions

- **Seizing Ground:** May be a Full Move; moving to previously unoccupied spot to get within range of a particular enemy or move to more advantageous ground.
- **Seeking Cover:** May be a Full Move; moving behind a barrier of some kind.
- **Withdrawing:** +3 DFN while moving up to 15 paces backwards.
- **Fleeing:** x2 normal distance for a Full Move in a straight line away from combat; every enemy coming within 3 paces may make an Attack of Opportunity (Disengaged enemies and missile users included).
- **Reckless Move:** x2 normal distance for a Full Move in a straight line toward combat; every enemy coming within 3 paces may make an Attack of Opportunity (Disengaged enemies and missile users included).
- **Administer Healing:** May make a Half Move; use Healer Ability.
- **Changing Weapons:** *a.* May combine with a Half Move or can Duck and Weave  
*b.* carelessly drop current weapon to grab another on belt without taking an action; only one weapon on belt.
- **Wait for Opportunity:** Forgo your action during your Initiative turn to interrupt Initiative order later.

## Melee Combat

- **Going Berserk:** HP >21= add DFN to ATK score for single attack; surviving enemy gets Attack of Opportunity with your DFN at 0.
- **Charging:** Must move 10+ Paces in a straight line to Engage an enemy = +3 to ATK score.
- **Fog of War:** *a.* Allies within 3 paces = reroll a botch; if rerolled total would have been good enough to hit your target, hit ally instead; if multiple allies are within 3 paces, lowest INIT total is hit; straight weapon damage with soak  
*b.* Ally directly between you and target = -6 penalty to avoid hitting ally; otherwise, failed attack roll with difference of 6 hits ally.
- **The Dreaded Reposte:** Thwack Margin -20 or lower = Attack of Opportunity for defender.

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## Melee Modifiers Table

<b>Situation</b>	<b>Modifier</b>	<b>To Which Roll?</b>
Using a single weapon held in off-hand	-3	Both
Have high ground or other terrain advantage	+2	Both
Combatant is mounted and opponent is not	+3	Both
Staged a successful ambush	see "Hiding Places" p. 171	
Charging (sprint 10+ paces to Engage)	+3	Attack
Jumping from a height onto a foe	+3	Attack
Have longshaft weapon, braced against charging opponent	+3	Defense
Caught in grabber trap	-3	Both
Engaged with more than one opponent	-2 per opponent*	Defense

\* after first. No more than 4 opponents may be Engaged in Melee combat with one human sized defender.

## Missile Attacks

<b>Target Condition</b>	<b>Attack Modifier</b>
Within 3 paces	No firing possible
Obscured	-3
Behind 1/3 cover	-3
Behind 1/2 cover	-6
Fully covered	-12
Holding Ground	0
Ducking and Weaving	-3
Taking Half or Full Move	-6
Withdrawing	+3
Caught in grabber trap	+3
Dodging with shield in hand	-shield's DFN Rating

## Actions and Half Actions

<b>Activity</b>	<b>Type of Action</b>
Change weapons carefully	Half
Drop current weapon, seize belt weapon	None
Climb	Depending on distance
Disarm Trap	Full
Disarm Trap hastily (-5 to roll)	Half
Jump half max distance, upwards or laterally	Half
Jump max distance, upwards or laterally	Full
Move on tricky surface requiring Balance rolls	Depending on distance
Provide Healing to an ally (can also heal oneself)	Full
Read Runes	Full
Scan battlefield for interesting hidden details	Half
Spot an obvious danger, using Awareness	None
Scan battlefield for subtle hints of divine presence, using Divine Awareness	Half
Sense powerful divine aura, using Divine Awareness	None
Swim	Depending on distance
Take Full Move	Full
Take Half Move	Half