

Reign Combat Reference - 1

Procedures

Combat Round: Declare actions, all roll, resolve widest first, then highest

Getting Hit: location = Height, damage based on Width, lose a die from one of your sets (if any)

Damage: Width modified by weapon, apply shock then killing, excess shock converts to killing, spillover to limb goes to torso, missing limb goes to torso

Armor: subtracts rating from *both* Shock *and* Killing received when hit in covered locations

Cover: stops hits to covered location

Damage Effects

Limb filled with Killing: useless

Head or Torso filled with Killing: dead

Torso filled with Shock: dazed (-1d)

Head filled with Shock: unconscious for at least 30 minutes

Recovery

After Combat: lose half Shock just taken in each location (round up)

Once per Day: Healing roll removes Width Shock (at locations of healer's choice)

Night's Rest: Vigor roll removes Width Shock (at locations of your choice)

Full Days Rest: Healing roll converts one Killing to Shock (at location of healer's choice)

Week without Damage: one Killing per *limb* converts to Shock

Basic Combat Actions

Attack: use one set to do damage

Dodge: use one set as GD or move behind cover (Width locations)

Parry: use one set as GD, must have weapon, shield, or AR2 to safely parry weapon

Move: 15ft as free action or 15ft + (5 x Run Width) as a regular action

Aim: -1d if combined with Dodge or Parry, +1d to follow up attack (max +2d)

Called Shot: -1d to convert another die to an ED

Standard Actions

Counterspell: as Dodge versus spells affecting your person

Cower: if hit, throw away all sets to take hit on arm of your choice. May only defend on following round.

Draw: additional maneuver requiring weapons timed at Width-1 if combined with draw

Feint: use one set to spoil opposing set, get +1d to follow up attack (max +2d)

Improve Cover: if starting in cover, position to maximum benefit

Maim: called shot to limb full of Killing, 3x set required, limb comes off

Pin: Fight or Grapple to hold motionless, -1d if no takedown

Restrain: Fight or Grapple to make GD to spoil target action (must declare arms or legs)

Shove: Fight or Grapple to move opponent back and spoil a set, +1d to follow up Slam or Trip

Stand: happens during declare, -1d to combined action

Tackle: Fight or Grapple at -1d, do damage and must take down

Wait: delay execution to be simultaneous with another maneuver

Common Weapons: Punch (WS), Bottle (W+1S), Dagger (WK), Club (W+2S), Sword (W+1K), Spear (WK,1S), Battleaxe (W+1K,WS), Thrown Rock (WS), Shortbow (WS,1K), Light Crossbow (WK)

Shields

Small: armor one location stated during declare

Large: armor one arm location, plus one more stated during declare

Armor Encumbrance

Light (AR2- on one or two locations): no effect

Medium (all others): D3 to Stealth, Climb, Run, Endurance, Athletics, -2d to Swim

Heavy (AR2+ on arms and legs): D4 to Endurance, Athletics, -2d to Climb, Run, no Stealth or Athletics

Common Penalties: Downed -1d, Blind D4 to swing, -2d to shoot

Milondese Steel: ignores one armor, but breaks if attack set is completely nullified

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Start of Fight Actions

Display Move: attack roll for no damage, any success gives +1d to next attack on any witness

Threaten: Intimidation for Width Morale Attack

Advanced Actions

Charge: multi-action with Run or Ride - 2x = +1S, 3x = +2S, +1K, 4x +3S, +2K

Disarm: called shot to weapon arm - 2x = weapon lost, 3x = 1S, weapon lost, 4x = 2X, weapon stolen

Disfiguring Strike: called shot to head to damage beauty or give gruesome

Display Kill: -1d to attack, must kill - 2x = H or W Morale Attack, 3x = add Command to MA,
4x = add Command+Intimidation

Knockout: called shot to head - 2x = do max of K or S as S, 3x = +1S, 4x = +3S, extra S discarded

Slam: Fight or Grapple at D3 - 2x = down, 1S to locations 3 & 5, 3x = down, 1S to all but head,
4x = down, 1S to all locations, 1S to Height location

Strangle: called shot to head, 2x = 2S, 3x = 3S, 4x = W+1, auto continue next round,
break with Parry, Dodge or Attack

Trip: called shot to leg (no penalty!) - 2x = spoil a set and opponent is -1d next round, 3x = and downed,
4x = and takes 1S to each arm

Expert Actions

Iron Kiss: called shot to head at -2d - 2x=auto 2x10 next round, 3x=auto 4x10, 4x=auto 6x10

Redirect: Dodge at -2d - 2x = redirect spoiled attack at W-1, 3x = at full W,
4x = redirect attacks not fully dodged at full W

Submission Hold: Fight or Grapple at -1d - 2x = 1S to limb, convert to pin next round, 3x = 3S, 4x = 5S,
WK to wrench free

Unworthy Opponents

Pool: 1d per unworthy, max of 15d, don't have to preassign sets

Option: if 3 or less unworthies, roll Threat as separate pool for each

Limits: May only attack, parry, or dodge. Sets wider than 3 must be broken up. Lose ties

Threat: attack set must match Threat with Width or Height to take out one unworthy

Determining Threat (1-4): base 1, +1 for each of equipment, motivation, or magic

Motivation: May give with Inspire roll, for full combat if done prior, for one round if during combat

Morale Attack: if *greater than* Threat, scare off number of unworthies equal to rating