

Combat Maneuvers: On a Critical or Special. *Criticals*: choose a Critical maneuver or ANY Special Maneuver. *Specials*: limited by weapon and to Special Maneuvers.

New Modified Runequest - Turn Sequence, Turn Order and Actions

Turn Order is by Initiative [1d10 + SR + Weapon Reach]. Each turn, character can act as described below. There are three types of Actions a character can take in a turn – **Move Actions, Attack Actions, and Defensive Actions**. They may be taken in any order. In the case of Defensive Actions, they may occur outside of a character's activation, as a response to another's action. Technically, there is a fourth type – free actions, but since these take up no part of the turn, they are not tracked. A character can take any reasonable number of free actions.

Each Character's turn, in order of Initiative:

1. **Move Action:** Move up to its full Move. In addition the character may take a reasonable number of free actions, like speaking, changing facing, taking cover, crouching or making a single perception check. In place of moving, a character may sheath or draw an item or weapon [including an arrow], cast a non-attack spell other than healing, Hold their Attack, Aim, prepare a spell, drop prone, climb, leap, etc.
2. **Attack Action:** Make a single attack in melee or at range, or cast an attack spell. A character with more than 100% Attacks may split attacks in his Attack Action. A Character with Two Weapons may attack once with each weapon, but counts as having spent his first Defensive Action thereafter for the turn. Instead of attacking, an Attack action may be used to do anything done in a Move action. So a character could move twice and take no other action besides free ones in a turn. A prone character must spend an Attack Action to Stand Up.
3. **Defensive Action:** A Character may make defensive actions [Parry, Block, Evade] at any time and as often as necessary, subject to the following: each Defensive action incurs a cumulative -20% penalty; when the chance to defend is reduced to Zero or less as a percentage, a Defensive Action may not be attempted. A successful Evade may be used to disengage from Melee.
4. **Free Action:** Turning, Crouching, Speaking, making a single Spot or Listen Check, etc., are free actions; number of free actions is subject to common sense.
5. **Special Actions:** Things like using a Magic item, smashing through a door, etc. are special circumstances. Most magic items will have a note on what sort of activation is required. If not Attack items count as Attack Actions while most other will require a Move action. For other special actions consult the GM.

Heroics: It is not an Action, but can involve several of them. This is a new way to spend a Hero Point, but does not remove or replace any of the ways already available.

Heroics: Spend a Hero Point to attempt *Heroics*. Describe your action in glowing terms, and the Hero Point gets you to the final part of that action – the attack roll, the grapple, blocking an attack against a downed friend, casting a successful heal spell, etc. – which you roll normally. The description of Heroics can break the normal rules of combat by automatically Evading, or Climbing, or Jumping, Sneaking through a litter of corpses, etc. You can use other Hero Points to reroll your final roll if necessary.

Advantage: Gain +20% to a single roll vs your opponent per turn. Many things can gain you Advantage: Aim, Prepare, Crouch, Hide, etc. Advantage can be offset by opponent action. If someone has advantage against you, you cannot have it against that creature [though you might against another target]. Advantage continues until the Advantageous circumstance is gone. If you gain Advantage against someone with Advantage against you, you negate their Advantage instead.

Evade may be used in place of a DEX check. You might make an Evade to avoid a trap, dodge an attack, or move out of an area effect. In combat. Evade is your conscious attempt to avoid being struck, as opposed to Defense - your general ability to remain un-hit in combat. Defense takes no Action to employ. Evade is what you do when you take action [a Defensive Action] to avoid some attack or effect. You might Evade an attack that you could Block with your shield, or one that you can't - like a breath of fire or any spell that directly targets you. You can Evade to remove yourself from engagement in melee, or avoid engagement as you run through a field of fighters. You can't normally Evade through a unit that is ranked up tightly, but see **Heroics** above. Evade, like all Defensive actions, takes a cumulative penalty as you use it in a Round. SO if you have taken two Defensive Actions previously, your next Evade [or any other Defensive Action] would be reduced by 40%.

Special Circumstances

Cover - Obstructions cover certain locations. Any attack that would hit a protected part affects the obstruction first. To Negate use **Targeted Attack** or **Choose Location**.

Knockback - Any attack that rolls more damage than the SIZ of the recipient automatically results in a knockback. Target is shoved 1 yard per 5 points of damage over target SIZ, and must immediately make an Evade or DEX x 5 test or give Advantage to the attacker.

Leaping Attacks - A leaping attack counts as Heroics, requiring a Move Action, an Attack Action and a Hero Point. You automatically succeed at your leap as long as it is no longer than 1 Yard per 3 STR or 1 Yard per 10 Athletics, even leaping onto something if it is your SIZ+10 or larger. You may then make your attack with Advantage. At the end of your action, you must either pay another Hero Point to remain ON your target (with Advantage) or get off, giving Advantage to your target.

Mounted Combat - Whilst mounted, the combat skills of a warrior cannot exceed the value of the Ride skill. A Hero can negate this limitation for a turn with a Hero Point.

- A mounted warrior rolls a 1D10+10 for Hit Location if using a small or medium weapon.
- Rider may use a Defensive Action to roll his own Block, Parry or Ride skill to defend the mount against an attack. Used this way, Ride counts as a Defensive Action and reduces subsequent attempts appropriately.
- Rider may add the SIZ of his mount to his own for the purposes of avoiding Knockback, if he can make a successful unopposed Ride Skill Test.
- He can use the Damage Modifier of his mount instead of his own when charging with a braced weapon. A weapon braced for a charging attack cannot be used for defense until the charge has been completed. Weapons which impale during a charge remain in the body of their target and will be lost if the mount continues past.

Closing, Backing, Engagement and Disengaging

- If you move within 2 yards of another opponent, you are engaged with that opponent.
- Closing and Backing may be done as an Evade or as the result of the *Shift Position* Maneuver. See *Shift Position*.
- Disengaging must be done with an Evade or Shift Position. Roll Evade or, if Shifting, simply choose effect from the Shift Position description. You may also spend a Hero Point to Automatically Disengage. If you have a Move or Attack action left, you can spend it to move up to your normal Move.

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Critical Attack Choices: Choose one, or choose any Special maneuver.

If your attack is opposed with a special defense, take a Special Attack Choice instead.

Critical Only - Bypass Armor – Counts against worn armor, magical protections or natural armour..

Critical Only - Maximize Damage – The weapon's dice automatically do maximum damage. A broadsword, doing 1D8+1 damage, would instead be treated as 9, a greatsword with 2D6+1 damage would inflict 13 damage. The Damage Modifier of the attacker is not affected.

Critical Only - Choose Location – Specify the location of your strike.

Critical Only: Ignore Parry – Negates a Normal Parry result.

Special Attack Maneuvers:

Gain Advantage: You have Advantage against that opponent until it is negated (see **Advantage**).

Bash Opponent – Target of up to Basher's SIZx2 is forced backwards by one yard for every five points (or fraction thereof) of total damage rolled. If the Bash forces the opponent into an obstacle then the recipient must make a DEXx3 Test to avoid falling prone.

Damage Weapon [A or D] – The opponent's weapon is damaged. The attack rolls the damage for his weapon, comparing it to the AP and HP of the weapon. If reduced to zero Hit Points the weapon breaks. If not, damage to the HP is equal to the damage – AP.

Disarm Opponent [A or D] – The Attacker rolls his STR, or DEX vs the STR or Dex of the target. On a success, the weapon is removed, landing 1 yard away for every 20% by which the roll was made. Two handed or entangling weapon wielders add +20% to this check. Disarming works only on creatures of up to twice the attacker's STR. If the attacker has a hand free, he can grab the opponent's weapon on a successful Disarm.

Entangle (Entangling Weapons Only) – On a successful attack the entangler gains Advantage but cannot use the entangling weapon. On his next Turn the wielder may spend an Attack Action to make a Trip Opponent. Entangled opponent can break free by with Disarm Opponent or a STR contest, escaping with an Evade, or cutting himself free using Damage Weapon.

Grip (Unarmed) – Hold the target with the Attack, gaining Advantage or allowing certain special attacks. This can be removed by Evade, or by STR vs. STR.

Impale (Thrusting Weapons) – Roll damage twice, choose result. If wound, attacker may leave the weapon in the body or yank it free. Leaving the weapon inflicts skill penalty: –10% per Reach of the weapon. Withdrawing weapon costs a Move Action and a successful STRx5. Success inflicts rolled weapon. While impaled, weapon cannot be used for anything else.

Reduce Parry – The defender's parrying weapon is treated as being one size level less.

Shift Position [A or D] – May freely Disengage as though you had succeeded at an Evade Check (see **Disengaging**) or you can may select a more favorable distance for a particular weapon. possibly changing the Initiative Order. By *Closing* you can negate a weapon's Reach Bonus to Initiative. By *Backing*, you can reinstate a longer Reach bonus you might have lost. Instead, you can shift to gain Advantage vs. that opponent for your next attack.

Slash (Cutting Weapons) – You may elect to reroll your weapon damage die. If you do, you must accept the second roll.

Stun Location (Bludgeon Weapons) – If the Attacker damages a location, compare the damage inflicted to the location vs. the HP of the area on the resistance table. If it succeeds, the location is stunned and useless for 1 round for every point of damage inflicted. Head = Unconscious; Abdomen or Chest = Target cannot gain Advantage; Limbs = Useless.

Sunder – Reduce the Armour Points in the struck location by the damage dealt. Deal no damage to the location itself. This effect may also be used on the natural armour of creatures, as the blow opens up a horrific gash in their hide, smashes chitin and so forth.

Targeted Attack – Roll location and a d6. You may increase or decrease the location number by as much as the number on the d6.

Trip opponent (A and D) – Roll DEX vs. DEX to trip opponent, who becomes prone and Disadvantaged, must spend an Attack action to remove and stand. Quadruped Targets have Advantage for this test.

Defensive Special Maneuvers: Primary – Negate Special or reduce Critical of the defended

attack. If the Parry was a critical, and was not reduced by a Special Attack, you may choose two from below:

Gain Advantage: You gain Advantage against your opponent (see **Advantage**).

Damage Weapon: Defender rolls the damage for his parrying weapon, comparing it to the AP and HP of the attacking weapon. If reduced to zero Hit Points the weapon breaks. If not, damage to the HP is equal to rolled damage – AP.

Disarm Opponent [A or D] – The Defender rolls his STR, or DEX vs the STR or Dex of the target. On a success, the weapon is removed, landing 1 yard away for every 20% by which the roll was made. Two handed or entangling weapon wielders add +20% to this check. Disarming works only on creatures of up to twice the attacker's STR. If the attacker has a hand free, he can grab the opponent's weapon on a success.

Enhance Parry – The size of the parrying weapon is treated as one step larger for the sake of blocking damage.

Redirect Blow – The Defender redirects the attack so that it strikes him in a different location, as long as that location is within reach of the Attacker. The Defender cannot avoid the damage; he merely chooses where it will land.

Regain Footing – A prone or similarly disadvantaged Defender uses the momentum of the attack regain his footing. Opponents with Advantage because of prone, lose it.

Riposte – The Defender may use a Defensive action [with the accompanying cumulative reduction in % chance] to make an immediate counter attack with one of his defending weapons or shield.

Shift Position: See Attack Maneuver;

Stand Fast – Skillful or braced footwork allows the defender to avoid being gripped, knocked back or driven prone by the attack, or recover from an ongoing condition.

Trip: See the Trip Attack Maneuver.

Magical Specials and Criticals: If you succeed spectacularly well with your Magic Skill check

[not the POW vs. POW check]:

- **Critical Only** – choose two non-critical effects.
- **Critical Only** – Bestow or inflict spell effect on additional target. Must overcome POW again, if necessary.
- **Critical Only** – Take an additional Move Action, which could be to cast a non-attack, non-healing spell.
- Reduce the POW cost by 1d4.
- Increase the level of effect by 1d2 Levels, or Double the duration.
- Roll Effect dice twice, choose one result.
- Disarm Opponent or Damage Weapon as the Combat Maneuvers [only with direct damage effect].
- Gain **Advantage** on your next Magical Action against that target.