

# COMBAT NOTES

## COMBAT RESOLUTION

A combat round is not a static 6-second unit, it varies person-to-person and round-to-round, which is why taking a single **Standard Action** is usually stressed. Therefore, a combat round could be a mere half-second or more than 6 seconds.

## TYPES OF ACTIONS

### Standard Actions

Characters typically take one **Standard Action** per round. A character who takes a single **Standard Action**, invokes no penalties to all of his actions for the round.

Examples of **Standard Actions** include:

- Making an opposed **Attack** roll.
- Making an unopposed **Attack** roll against a defenseless, surprised, or helpless opponent.
- Moving a number of yards equal to your **Movement Rate** on foot or on horse.
- Moving a number of yards equal to half your **Movement Rate** on uneven terrain.
- Moving a number of yards, on uneven terrain, equal to your **Movement Rate** on foot (requiring a *Dexterity* check) or on horse (requiring a *Horsemanship* check).
- Making a lance charge while moving a number of yards up to your horse's **Movement Rate**.
- Performing a maneuver on horseback (turn around, leap a fence) while moving your **Movement Rate** (requiring a *Horsemanship* check).
- Mounting or dismounting a horse.
- Mounting a horse and having it move a number of yards equal to half its **Movement Rate** (requiring a *Horsemanship* skill check).
- Standing up after falling or suffering a *Knockdown*.
- Making a squire roll to get a new weapon or other assistance. If more than one squire is at hand multiple rolls may be made as **1 Standard Action**.
- Rearming with a new weapon or shield.
- Firing an arrow from a bow or light crossbow and reloading.
- Reloading a medium crossbow.
- Making a Trait or Passion Check.
- Making a skill check, such as commanding others through a *Battle* skill roll, or scrutinizing the surroundings through an *Awareness* or *Hunting* roll.

### Combined Actions

A character sometimes wishes to attempt two or more **Standard Actions** in a round. In such cases each action beyond the first incurs a cumulative -5 penalty to each action attempted. Thus a character who performs two **Standard Actions** receives a -5 penalty to both actions (if both actions normally require a skill check).

Examples of two action **Combined Actions** include:

- Moving a number of yards up to half of your **Movement Rate** on uneven terrain and making an **Attack** roll.
- Moving a number of yards up to your **Movement Rate** (on foot or on horseback) and making an **Attack** roll other than a lance charge.
- Moving up to your **Movement** rate on uneven terrain (requiring either a *Dexterity* or *Horsemanship* check) and making an **Attack** roll. While on uneven terrain even lance charges count as **Combined Actions**.
- Moving a number of yards equal to twice your full **Movement Rate** on foot (requiring a *Dexterity* check) or on horse (requiring a *Horsemanship* skill check).
- Standing up after falling and making an **Attack** roll.
- Making an **Attack** roll while commanding others with a *Battle* skill check.
- Making a squire roll to get a new weapon or other assistance while mounting a horse (requiring a *Horsemanship* skill check).
- Making a lance charge while moving a number of yards up to twice your horse's **Movement Rate** (requiring a *Horsemanship* skill check).