Fudge Tactical Combat

A Hex-Grid Based Combat System for **Fudge**

Version 0.4
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1 Introduction

Fudge is a very flexible generic roleplaying engine, written primarily by Steffan O'Sullivan (see `http://www.fudgerpg.com`). It includes a lot of options for combat. This document attempts to bring a tactical combat system which may be used with miniatures and a hex grid to **Fudge**.

Some may object that this is counter to the very nature of **Fudge**. It is a rules light system, after all, and all the "crunch" and "roll-playing" that comes with a map-board tactical combat system are not in keeping with the spirit of the rules. I disagree. Some people are visual enough that it is much easier to "get into" the combat if they visualize what is where (and, importantly, so that all present visualize something consistent). Miniatures are a great aid to this. Thus, whether or not you're using miniatures in combat doesn't have anything to do with whether you're a "real" roleplayer, or whether you like "rules-light" systems. It has to do with whether or not you feel the visual aid of miniatures enhances your roleplaying experience. There's no reason why **Fudge**-players shouldn't have that option.

That being said, this system does introduce a little more crunch to **Fudge** combat than a non-miniatures, story-element system. If you don't like them, don't use them. Or, feel free to mix and match. If some combats only require a quicker, story-element based verbal system, use that for them, and use this system where the fun of the game would really benefit from a more visual description of the tactical situation.

Acknowledgements Of course this is based on **Fudge**. It also is informed by my experience with other role-playing combat systems, including those in **GURPS**, **Compact Combat**, and **Dungeons & Dragons**. Thanks also to those who have playtested this with me: Joe, Jamie, Brian, Eric, and Dwayne.

2 Assumptions

Fudge is extremely flexible. This system makes certain assumptions about how you've customized **Fudge** for your own tastes. You will need to adjust the rest of the system accordingly if any of these assumptions are incorrect for your game.

2.1 Character Attributes

The combat system relies to a greater or lesser on the following attributes. You should determine which of the attributes you use most closely

matches one of these, and substitute rolls of those attributes in the rest of these rules.

Strength More strength allows you to do more damage with a muscle-powered weapon.

Speed Higher speed both gives you higher initiative, and allows you to move farther each turn.

Agility Agility is used for dodging, and also for evading others who would stop you from moving past them.

Health Good health allows you to occasionally reduce the severity of wounds received.

Reasoning Although it doesn't come directly into the combat system, a GM might use this (or perhaps a "tactics" skill) to allow a player to immediately "undo" a bad move, or to receive a hint that he's about to make a bad move.

Perception A generic attribute for noticing things; many other things being equal, a good Perception can tip a tied initiative roll in your favor.

Will If the GM wants to deal with Morale, this could be important for NPCs; it won't be mentioned again below.

Charisma Generally won't come into combat, although a high Charisma on the part of an NPC leader might overcome a poor Will roll on morale for an NPC combatant.

3   Overview

A combat is divided into *rounds*. Each round is about 3 seconds long. (Really π seconds, which is why it is a "round".) Each round is in turn divided into phases. There is the initiative phase, where it is determined who gets to move first. There is the movement phase, when all combatants move, according to the results of the initiative phase. Finally, there is the attack phase, where blows, missile fire, or other actions are exchanged.

Initiative is by default rolled each combat turn. How far a figure can move depends on his Speed attribute. It *is* possible to stop enemies from

moving past you during this phase. Movement past opposing combatants is restricted; see the Movement section (5) for more details. Following the movement phase, all combatants declare whom they will attack, and against whom they will defend. Finally, attacks are resolved using a slightly modified version of the rules in "simultaneous combat rounds" (**Fudge** section 4.2.2).

4   Initiative

At the beginning of each combat round, every combatant makes a Speed roll, and the combatants are ordered from best roll to worst roll. Where two rolls tie, the combatant with (in order) better Speed, Agility, or Perception goes first. If two rolls tie and the two combatants have identical Speed, Agility, and Perception attributes, flip a coin.

The initiative roll applies for the rest of the combat round. If this seems like too much rolling, you may instead establish an initiative order once at the beginning of a combat, and keep the same initiative order for every round of the combat. Be aware, however, that this will place a lot of tactical advantage upon a single die roll at the beginning of the combat; the luck will average out if you allow a new initiative roll each turn. If there are a lot of "bad guy" NPCs, it is worthwhile to lump them (or at least the mooks) together into a single group (given a "typical" Speed attribute), and just roll once for the initiative of all the NPCs.

5   Movement Phase

Following the initiative phase is the movement phase. Each combatant gets to move, starting with the combatant with *highest* imative, and working down through the list to the combatant with *lowest* initiative. When it is a given combatant's turn to move, he can opt to hold his movement, and use it after other combatants have moved. If a combatant has held movement, he can announce that he wants to use his movement at any time during the remainder of the move phase. If two combatants with held movement announce simultaneously that they want to move, the one with higher initiative goes first.

At the end of the movement phase, any combatants who have not moved do so. If there is more than one combatant with held movement, they must use (or forfeit) their movement this turn in *reverse* initiative order. (That is, the person with best initiative is given the opportunity either to move first before anybody else has a chance to, or to move last in reaction to how everybody else has moved.) A combatant cannot hold *part* of his movement; when he moves, he must move as far as his character intends to move this turn.

Movement is on a hex grid. Each hex, from side-to-side, represents one meter. (Or one yard (three feet), if you prefer.) A normal, human-sized figure will generally occupy one hex, although some creatures will be larger.

How far a combatant can move depends on his Speed (see Table 1).

| | Movement |
Speed	in Hexes
Terrible	2
Poor	3
Mediocre	4
Fair	5
Good	6
Great	7
Superb	8

Table 1: Movement

For a combatant with a Speed Scale different from 0, adjust the movement by a factor of 1.2 for each step in Speed Scale, rounding to the nearest hex.

Crawling and Rolling   A combatant who is crawling has a Speed which is *three steps lower* than his usual speed, with a maximum of Mediocre. For example, a character with Good Speed moves as if he had Poor Speed (3 hexes) when crawling. However, for a character who is not held in place, minimum movement is one hex.

A combatant who is laying down moves as if his speed were *five steps lower*, with a maximum of Poor; for all but the fastest characters, this will mean that the character can only move one hex each turn. This is movement that is scooting, slinking, or rolling, depending on the orientation of the character and the direction of the movement.

Changing Facing   At any point before, during, or after the movement, a combatant may change his facing by one hex side for free. Changing facing by more than one hex side without moving one hex in between costs a hex of movement. (Thus, to turn completely around costs two hexes of movement. This is a turn of three hex sides; the first one is free, and each of the next two sides cost one hex of movement.)

5.1   Movement Penalties: Encumbrance and Terrain

The movement rates in the previous section assume that a character is not encumbered and that the terrain is relatively easy to move around on. If that is not the case, there will be a penalty to the number of hexes a character may move in a round.

5.1.1   Encumbrance

A character of Fair strength can carry up to 10kg (22lb) of gear without suffering an encumbrance penalty. This goes up or down by a factor of 1.5 for each step of Strength away from Fair, or for each step of Scale away from 0. If the character is carrying more than his maximum load, his movement is reduced by -1. If he is carrying more than twice his maximum load, his movement is reduced by -2. If he is carrying more than four times his maximum load, his movement is reduced by -3. If he is carrying more than eight times his maximum load, he cannot move.... Encumbrance cannot reduce movement to less than 1 hex. Table 2 lists the results of these calculations for Scale 0 characters.

5.1.2   Terrain

A GM can declare based on her judgment that the terrain will penalize all movement by a certain number of hexes. This *may* vary based on the mode of movement; for example, flying creatures do not tend to care much about footing at all! All characters should always be able to move one hex each round unless they are totally immobilized.

Some suggestions for terrain are show in Table 3.

Strength	Unencumbered Max. Load	Move -1 Max. Load	Move -2 Max. Load	Move -3 Max. Load
Terrible	3kg	6kg	12kg	24kg
Poor	4kg	8kg	16kg	32kg
Mediocre	7kg	14kg	28kg	56kg
Fair	10kg	20kg	40kg	80kg
Good	15kg	30kg	60kg	120kg
Great	22kg	44kg	88kg	176kg
Superb	34kg	68kg	136kg	272kg
Legendary	50kg	100kg	200kg	400kg

Table 2: Encumbrance

Terrain	Movement Penalty
Rough or Rocky	-1
Boulder-strewn	-2
Sand or Runny Mud	-2
Knee-deep water	-3
Ice	-4

Table 3: Terrain Suggestions

The GM should be creative. For instance, a character who successfully makes an Acrobatics roll on boulder-strewn terrain should be allowed his full move, as it represents skipping from the tops of large rocks. Under icy conditions, sometimes characters may get moving quickly and not be able to *stop*.

5.2   Moving Past Other Characters

The three hexes in front of a character are his **zone of control** (See Figure 1). Whenever another character attempts to move through a character's zone of control, that character can opt to attempt to stop the other character's movement. If a character does not opt to attempt to stop movement of another through his zone of control, the other's movement continues unimpeded. Otherwise, once the other enters the first character's zone of control, he may not be able to leave without paying a penalty (see Section 5.3).

If a character moves *through* a hex occupied by another character, either because the character occupying the hex doesn't try to stop the moving character or because the character successfully

Figure 1: A character's *zone of control* are the three hexes in front of him.

breaks the zone of control of the occupying character, it costs one additional hex of movement.

5.3   Moving Out of a Zone of Control

If Character A is in Character B's zone of control, Character A wants to move away, and Character B wants to stop him, there is an immediate Opposed Action between the Agility of Character A and the appropriate combat skill of Character B. If Character A wins, he can move freely. If there is a tie or if Character B wins, then Character A may not move freely out of the zone of control.

This Opposed Action is modified as followed:

- Character A is at -1 for each additional character beyond Character B whose zone of control he is trying to escape. (It's harder to turn tail and run on two or three people than

one.) Additionally, Character A's result must beat the result of *every* opponent whom he is trying to escape.

- Character B is at -1 for each other combatant with whom he is engaged. (That is if Character B is in the zone of control of Character C, and Character C wants to see Character A escape, Character B is at -1.)

Even if he loses the opposed action, Character A may still "turn tail and run", moving out of the zone of control. However, immediately (even if it is during the movement phase of the action), Character B gets an extra free attack on Character A. This is in addition to any other attacks that Character B would get during the combat phase of the turn. Character A's defense is at -2, and Character A does *not* get a counterattack; otherwise, resolve this as a normal attack, with normal attack modifiers. If Character A is attempting to escape multiple defenders, then they all get an attack counter to Character A's one defense roll (see Section 6.3).

6 Attack Phase

Following the Movement Phase of a combat round is the Attack Phase. During this phase, attacks are resolved using a slightly modified version of "Simultaneous Combat Rounds" (**Fudge** section 4.22). Each combatant declares who he is attacking. He makes *one* roll of 4dF, which is then added to the appropriate trait(s) to determine his combat results. Those combat results are compared to the results of his opponents to determine who has hit whom.

6.1 Declaring Attacks

All combatants in *reverse* initiative order declare who they are attacking, declare their tactics (Section 6.1.1), and make any attack-phase movement (Section 6.2). Each combatant is assumed to be defending himself against all who are attacking him at melee range; counter to standard **Fudge**, combatants are *not* at a -1 penalty for additional attackers (but must still

defeat *all* of those attacking him in order to score a hit against any one opponent).

By default, combatants are assumed not to be paying attention to and defending against missile fire. If they do want to dodge missile fire, then they are at -1 to their attack for each potential missile firer they pay attention to. Combatants must declare against which missile firers they will defend when they declare their attacks.

6.1.1 Offensive and Defensive Tactics

Simultaneously, all combatants chooses a combat stance as described in **Fudge** Section 4.32. By default, a player uses tactics that equally emphasize offense and defense. However, he can choose to adopt a mildly or very aggressive or defensive stance, representing tactics that emphasize either defending himself or attacking; see Table 4. An aggressive stance allows a character optionally to move forward to engage an enemy, while a defensive stance either allows or requires a retreat; see Section 6.2.

Stance	Attack Bonus or Advance	Defense Bonus
Very Aggressive	+2/2 hexes	−2
Mildly Aggressive	+1/1 hex	−1
Neutral	+0/0	+0
Mildly Defensive	−1/0	+1
Very Defensive	−2/0	+2

Table 4: Combat Tactics

6.1.2 Rolls While Declaring Attacks

Sometimes, it may be appropriate to roll against a Fudge trait while declaring attacks. For instance, the commander of a small squad may want to coordinate his attack with the attach of a companion several yards away using hand signals. In cases like this, the commander should roll against a Tactics skill or similar, and the companion should roll against either Perception or Tactics, to allow them to effect this communication. If the rolls are "good enough" (using the GM's better judgement), then it can happen.

Any other of possible situations could come up

where it's worth checking against character abilities to see if they can try to do the things they're doing. Make the check; these rolls are in addition to the combat roll described in Section 6.3.

6.2 Movement During the Attack Phase

There are three circumstances under which a character may move during the attack phase. All but the first of these interact with the tactics the character chooses for this phase (Section 6.1.1).

- If the character chooses not to attack *or* to defend against any attacks he may receive, he may make a second move following the rules of the movement phase (Section 5). In this case, the character makes no roll for combat results, as they would not be used.

- If the character adopts a *mildly defensive* stance (+1 to defense, -1 to offense), he may *optionally* retreat one hex away from his attackers *if* he is able to move away from *all* of those attacking him. Note that zone of control considerations do *not* apply to this retreat!

- If the character adopts a *very defensive* stance (+2 to defense, -2 to offense), he *must* retreat one hex away from all attackers attack him. If he is attempting to dodge missile fire, he must also dive for the ground. If the required movement is not available, he may not adapt a very defensive stance. As with the previous case, zone of control considerations do not apply.

- If a character is attacking a second character who retreats, and the first character adopted a neutral, mildly aggressive, or very aggressive stance, at the moment when the second character retreats the first may *optionally* step forward to close the distance between them. If he does not, he still gets to attack! The first character may do this if he is attempting to drive the second character back, or if he wants to keep the second character in his zone of control.

- If a character adopts a mildly or very aggressive stance, he may trade a +1 or +2

attack bonus for one or two hexes of movement, if that movement is used to bring him within range of the character he is attacking. For example, a character who adopts a mildly aggressive stance is at -1 to defense; he may *either* be at +1 to his attack, or move one hex to engage an enemy. The character must move into one of the three hexes in front of him with each movement, and must turn to face the hex he is moving into. Alternatively, he may expend one hex of movement (of the one or two available) to turn one hex-side of facing while standing still.

As there may be a fair amount of shifting about during the attack phase, and as all attacks occur simultaneously, one character may attack another so long as the second was in range of the first at *any point* along the movement of the two characters (as understood while the attack is being declared). The attacker may choose the most favorable position with regards to facing. See Figure 2 for an example.
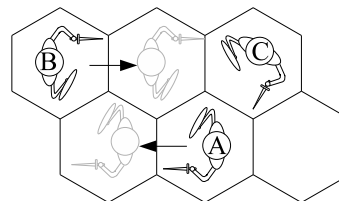
Figure 2: Example of movement during the Attack Phase. Initiative rolls were in the order C, B, A, so character A must declare his attacks first first. He adopts a mildly aggressive stance moves one hex west, and may attack B. Next, B either has the option of staying put and attacking A, *or* moving forward and attacking C. C opts not to move (though he could have advanced into the hex originally occupied by A if he were attacking A), but may attack *either* A or B (if B opted to move). Even though A is no longer in C's range when C declares his attack, he was at the beginning of the attack phase and so is available to C for attack.

6.3 Combat Rolls and Results

Once the attacks and defenses of all combatants have been determined, each combatant rolls 4dF *once.* The results of this roll are added to one or two of each combatant's Trait(s) in order to determine up to three results for each combatant.

Normally, the result of 4dF is added to the appropriate combat or weapon skill being used by the combatant. (A combatant fighting with a sword adds the 4dF to his sword skill; one fighting with karate adds it to his karate skill.) A combat skill encapsulates not only the ability to hit with that skill, but to defend oneself in combat while using it, be that defense via parrying, dodging, or through another appropriate method.

If a combatant adopted a stance other than standard, the result for offense and defense may be different. For example, if a combatant with a sword skill of Good adopts a mildly aggressive stance (+1 to offense, -1 to defense), and rolls -1 on 4dF, he obtains a Good result for his attack but a Mediocre result for his defense. Additional modifiers may apply to either the offensive or defensive result based on weapons being used, circumstances, etc.

In some circumstances, a second Trait needs to be considered. If a character is using a shield or another defensive device, the *same* 4dF roll should be added to that Trait to determine the defensive result when the shield or other device is relevant. Similarly, if a combatant is attempting to defend against missile fire, the 4dF roll is added to the combatant's Agility (assuming a standard dodge), or Tumbling or Acrobatics (assuming fancy flips or swinging away on rigging) for the defensive result *against the missile fire.*

6.4 Resolving Attacks

Here the rules deviate slightly from the standard **Fudge** simultaneous combat rounds.

All attacks are simultaneous, so determine their results in any order that is convenient. Apply damage to all combatants before declaring anybody Incapacitated or otherwise out of the combat. Any Very Hurt wounds taken during a given round do not give an attack penalty until subsequent rounds.

For *each* attack in the combat, compare the Attack result against the Defense result as an Opposed Action. If the result is a tie, or the Defense result is higher, the attack is unsuccessful. If the Attack result is higher *and* the Attack result is equal to or higher than the absolute Difficulty of the Attack, the Attack is successful.

In melee combat, the absolute difficulty for hitting an opponent is Poor; this is modified up by one for each step of Scale that the attacker is *larger* than the defender. (It's hard to hit small things.) For ranged combat, the absolute difficulty depends on the range of the weapon and the distance to the target; see Section 6.5.

The Relative Degree of an Attack is equal to the difference between the Attack Result and the *higher* of the defense result or the absolute Difficulty of the Attack. For example, if a swordsman is attacking a pikeman, the swordsman gets a attack combat result of Fair, and the Pikeman gets a defense combat result of Terrible, the swordsman has a Relative Degree of +2 (from Poor to Fair rather than Terrible to Fair, since the absolute difficulty of the attack was higher than the pikeman's defensive result).

6.4.1 Combat Modifiers

Offensive Modifiers

- **Attacking from Behind:** +1 to +2. If the attacker is directly behind the opponent he is attacking, he gets +2 to his attack result; if he moved to that hex *during* the attack phase from somewhere other than directly behind his target, then he only gets +1. If the attacker is in one of the other two hexes behind is opponent, he gets +1 to his attack result if he started the attack phase somewhere where he would have had at least a +1. If he started in view of the character, and moved behind, he gets no bonus to his attack.

- **Attacker Very Hurt:** -1. (This is a modification from the standard **Fudge** rules, which apply a -1 penalty to Hurt characters and a -2 penalty to Very Hurt characters. The Death Spiral is still there, but mitigated.)

- **Dodging Missiles:** -1 for each potential missile firer the attacker pays attention to. (If you want to defend against more than a couple of missile firers, it probably makes sense to take defensive tactics; your attack will be so penalized that you're very unlikely to hit at all.)

- **Defending Against Multiple Attackers:** -0. However, your Attack Result must overcome *all* of your engaged opponent's Defense results for you to hit the person you're attacking. (This is to simulate the ability of allies to help defend each other.)

Defensive Modifiers

- **Defending with Shield:** +1. (Hey, they're made just for defense. Note that you use your shield skill, not your weapon skill, to determine your defensive result.)

- **Parrying Larger Weapon:** -1 to -2. A shortsword parrying a broadsword is a -1 to defense, a knife parrying a broadsword is -2 to defense, etc.

- **Unwieldy Weapon:** -1 to -2. Some of the most damaging large weapons are difficult to use defensively and will incur a -1 (or even -2) penalty to the defensive result for a combatant using such weapons. This penalty will be noted in the weapon's description.

- **Defender Very Hurt:** -1.

- **Defending Against Multiple Attackers:** 0. However, see "Offensive Modifiers" above.

6.5 Ranged Weapons

A ranged weapon has two basic stats: the *Base Range* and the *Max Range*. The *Max Range* is the range beyond which the weapon is ineffective. The *Base Range* is the range at which hitting a man-sized (Scale 0) target is a task of Fair difficulty.

For ranges other than the Base Range, look up the difficulty on the following table (always rounding up):

Multiple of Base Range	Difficulty	Defender's Bonus
≤0.1	Terrible	0
0.2	Poor	0
0.5	Mediocre	0
1	Fair	0
2	Good	+1
5	Great	+2
10	Superb	+3
20	Legendary	+3
50	Legendary+1	+3

Table 5: Ranged Weapon Difficulty

It is easier to hit bigger things, and harder to hit bigger things. For each step of Scale that the target is away from 0, multiply (for positive Scale) or divide (for negative Scale) the Base Range by 1.3. Generally, it will be convenient to precompute a table for a given weapon similar; for example, see Table 6.

Longbow: Base 10m, Max 240m

Scale: Difficulty	-2	-1	0	1	2
Terrible	1	1	1	1	2
Poor	1	2	2	3	3
Mediocre	3	4	5	6	8
Fair	6	8	10	13	17
Good	12	16	20	26	34
Great	30	38	50	65	84
Superb	59	77	100	130	170
Legendary	240	240	240	240	240

Table 6: Longbow Range

6.5.1 Firer's Offensive Modifiers

The modifiers in Table 7 apply to the attack roll the person firing the weapon, in addition to normal modifiers for tactical stance, etc.

6.5.2 Target's Defensive Modifiers

In addition to the usual defense roll modifiers, defenders against longer range shots get a bonus to their attempt to dodge the shot, based on the

+1	Firer braced in good position
+2	Scope or targeting laser (if no movement penalties)
-1	Firer moved up to half available move during Movement Phase
-2	Firer moved up to full available move during Movement Phase
-1	Firer defending against *any* attacks (in addition to any penalties for defending against ranged attacks)
+1	Firing down (more than 20 degrees)
-1	Firing up (more than 10 degrees)
-2	Firing up (more than 60 degrees)
-1	Firer Very Hurt
-1 to -3	Insecure footing
-1 to -3	Bad light

Table 7: Firing Modifiers

Difficulty of the shot for the firer; see Table 8.

Firer's Difficulty	Defense Bonus
Fair-	+0
Good	+1
Great	+2
Superb+	+3

Table 8: Ranged Defense Bonus

(These are the values listed in the "Defender's Bonus" of the range table above.)

6.5.3 Misses

If a direct ranged attack misses, and somebody else is along the line of fire, that somebody else might get hit. Another combatant is defined as "along the line of sight" if a straight line from the center of the firer's hex to the center of the target's hex crosses through any part of the hex occupied by the other combatant.

Make a Situational roll. A high result indicates that another enemy is hit. A low result indicates that a friend along the line of fire is hit. How far away from 0 the situational roll depends on how many of each type (*not* counting the original target) are along the line of site (and no farther than a factor of two away from the firere than the original target); see Table 9.

Number of Friends/Enemies Along Line of Sight	Situational Roll to Hit Friend/Enemy
1	-3/+3
2	-2/+2
3+	-1/+1

Table 9: Ranged Miss Table

If the Situational Roll indicates that a friend or enemy is hit, choose them randomly from among those available along the line of sight. The personally accidentally hit *may* get a dodge, *if* that person had chosen to defend against the firer on the believe that the firer might have shot at him. Against an accidental hit, this dodge is always at +3 (i.e. as if the shot had had a Superb absolute difficulty).

For area weapons which are lobbed at a target (like a grenade), the weapon will land in an ajacent hex. (This means it might still affect the target!) Roll a d6 to figure out which way it goes. How far it goes depends on the Relative Degree of the attack. A Relative Degree of 0 is a miss by one hex. A higher relative degree is a miss by 20% of the range for each -1 of the Relative Degree, with a minimum miss of 1 hex. For exampe, at 10m, a Relative Degree of -2 indicates a miss by 2 hexes.

6.6   Hit Location

Blows are normally assumed to fall on the torso, or where the "main" part of the defender's armor is. If the attackers rolled result is Superb or better, *and* the defender's rolled result is Fair or worse, then the attacker may choose where the blow fell. He can choose a less armored position (or a better armored position, if he likes), the head, the arms, or the legs.

A head blow gives a +2 bonus to the Offensive Factor of the attack, unless that doesn't make

sense for the attacked creature (e.g. a creature that doesn't store its brain in its head).

A blow to the arms or legs can give at *most* a Hurt wound to the target. However, if the result would have been Very Hurt, the target must immediately make a Health roll. On a result of Good or better, it's a normal Hurt wound. Otherwise, the limb is crippled for the duration of the fight. If the result would have been Incapacitated, the limb is crippled for the duration of the fight regardless of the target's Health.

On a Superb+1 or better roll for the attacker, when the defender's result is Fair or worse, the attacker may choose to hit the hands or feet of the defender. If the weapon hand is hit, this will usually disarm the opponent. (The GM should use her judgement.)

7 Damage and Wounds

When a blow is succesful, the total damage done is equal to:

> Relative Degree
> + Offensive Factors
> - Defensive Factors

where the Relative degree is the *lower* of the difference between the result of the attacker and the defender, or the Rolled Degree of the attacker against the absolute difficulty of the hit (see Section 6.4). The Offensive Factors are for the attacking combatant, and the Defensive Factors are for the attacked combatant.

Offensive and Defensive factors are based on those in **Fudge** section 4.54, with some small modifications.

7.1 Offensive Factors

Strength Strength gives an Offensive Factor *for muscle-powered weapons*:

Superb	+3
Great	+2
Good	+1
Fair	+0
Medicore	-1
Poor	-2
Terrible	-3

Scale For each step of Scale away from 0, a character's Offensive Factor is increased/decreased by ±1 *for muscle-powered weapons*.

Weapon Individual weapons will have offensive factors in their description; these are based on the list in **Fudge** section 4.54, although of course any GM can use any weapon offensive factors she wants. See Section 9, Weapons. **Note:** Some creatures may have "special effect" descriptions which reduce offensive factors of some weapons. For instance, any sharp weapon can probably ascribe +1 of its offensive factor to its sharpness. A creature not likely to be damaged by that sort of thing will reduce the effective offensive factor of sharp weapons by 1 for attacks against it.

Head Blow A blow to the head gives a +2 to the Damage Factor of an attack, if that is appropriate for the attacked creature.

7.2 Defensive Factors

Scale For each step of Scale away from 0, a character's Defensive Factor is increased/decreased by ±1.

Armor Individual armor will have defensive factors in their descriptions. Some armor will be better against certain types of attacks. By default, the following two conditions apply:

- Non-rigid armor (including most medieval armor other than field plate armor) has its defensive factor *halved* against large blunt metal weapons such as maces and flails.

- Any armor which is woven (including chainmail) has its defensive factor *halved* (rounding down) against arrows, stillettos, rapiers, laser beams, and other small-cross-section piercing weapons.

Gifts There may be some gifts which give
characters or creatures natural armor, such as
Tough Hide.

7.3 Applying Damage

Once the numerical damage value is determined,
the attacked character suffers a wound of the
appropriate level based on that character's wound
track. By default, this is:

1,2	Scratch
3,4	Hurt
5,6	Very Hurt
7,8	Incapacitated
9+	Near Death

However, some creatures may have a wound track
that has a different mapping of numerical damage
value to the level of the wound.

Otherwise, all wounds are handled as is standard in
Fudge sections 4.55 and 4.56 (including that a
Graze normally can do no more than Scratch an
opponent).

7.4 Health and Wounds

Immediately upon receiving a wound, a character
may make a Health roll. A Superb or better result
reduces the level of the wound by two (e.g. from
Very Hurt to a Scratch), although no non-scratch
wound may be reduced below a Scratch. A Great
result reduces the level of the wound by one.

8 Magic in Combat

This section assumes that you are using The
Gramarye by Carl Cravens (available in Grey
Ghost's *A Magical Medley*, and also online at
`http://fudge.phoenyx.net/gramarye/`).

8.1 Casting Time and Duration

The basic Gramarye spell takes one combat round
to cast. In the Gramarye, this is 5 seconds, but for
purposes of this combat system reduce it to one
round. The time chart (for both casting time and
duration) should be modified to read:

- 1 Second
- 1 Round
- 5 Rounds
- 2 minutes
- *etc.*

Any spell with a casting time of 1 Round can be
cast during the Attack Phase. Use the Firing
Modifiers table (Table 7) as appropriate; in
particular, the spell should be at a penalty if the
spell caster moved during the movement phase of
the round. All spells are assumed to take effect
simultaneously with all other attacks. If one person
casts a defensive spell and another casts an
offensive spell, the offensive spell effects the first
person *without regard* to the defensive spell (this
round).

A spell with a casting time of 1 Second can be cast
during the Attack Phase, with *no* penalties for
movement. The casting of that spell should be
resolved *when the spell is declared*, and then the
results of it should be taken into account when
resolving all other attacks. This is how spell casters
may put up instant defense spells to defend against
attacks coming to them.

Spells with longer casting times require the caster
to concentrate and remain still while the spell is
being cast. The spell takes affect on the *last* round
of concentration. (That is, if a spell has a 5-round
casting time, and the caster declares on round 1
he's casting that spell, the spell takes effect during
the Attack Phase of round 5.) If the caster is
forced to dodge an attack while in the middle of
casting a spell, a Good Willpower roll is necessary
to avoid losing concentration on casting the spell.
If the caster takes damage, a Great Willpower roll
is necessary to avoid losing concentration on
casting the spell.

8.2 Recognizing Spells

A spell caster may identify a spell being cast
against him with a succesful Thaumatology result.
(This would be a roll made while declaring attacks;
Section 6.1.2.) A Good result is required if the
caster can both see and hear the person casting the
spell. A Great result is required if the caster has
only a clear view of him. A Superb result is
required if there is any fog or other obscuration

blocking the person casting the spell, or if there are other people in the way. Use your judgement. Fudge it when necessary.

8.3   Ranged Spells

Assume that "Close" range is 2 hexes, and "Short" range is 10 hexes. Long range is within sight.

The "to hit" roll for "Touch" range is a standard attack that does no damage (beyond what the spell would do). Use the spell-caster's Agility or any appropriate hand-to-hand combat skill, whichever is highest. The spell is cast regardless of whether or not the touch is succesful; it only takes effect, however, if the touch is succesful.

9 Weapons and Armor

9.1 Medieval Melee Weapons

Weapon	Damage Factor	Mass (kg)	Notes
Shortsword	+1	1	
Rapier	+2	1	Stabbing; +1 to defense against ≤1 kg weapons
Broadsword	+2	1.5	
Bastard Sword	+2/+3	2.5	One-handed / Two-handed
Two-Handed Sword	+3	3	
Stiletto	+0	0.125	Small, stabbing; can't parry bigger weapons
Large Knife	+1	0.5	
Hand Axe	+2	1.5	
Large Axe	+3	2.5	
Battle Axe	+4	3.5	Two-handed; -1 to defense; needs room to swing
Spear or Pike	+2/+3	2	+3 at > 1m range; -2 to defense
Small Club	+0	1	
Large Club	+1	2	
Mace	+2	3	
Flail	+3	4	Two-handed; -1 to defense; needs room to swing
Fist	-2	—	-1 damage if using Martial Arts
Mailed Gauntlet	-1	0.125	(or brass knuckles)
Kick	-1	0	+0 damage if using Martial Arts
Metal-Toed Boot	+0	1.5	
Spiked Boot	+1	2	

9.2   Medieval Armor

Armor	Defensive Factor	Mass (kg)	Notes
Leather	+1	6	
Studded Leather	+2	10	
Reinforced Leather	+2	10	Leather with metal at shoulders, etc.
Chain Mail	+3	15	Open-weave armor
Scale Mail	+3	20	
Field Plate	+4	40	
Small Sheild	+1	2	Use against 1 attack/round
Medium Shield	+2	6	Use against 2 attacks/round
Large Shield	+3	10	Use against 3 attacks/round
Leather Cap	+1	0.5	Protects the head
Metal Cap	+2	2	Protects the head
Greathelm	+3	4	Protects the head, obscures vision

Suits of armor are assumed to cover the torso, arms, and legs. Reduce weight by 1/2 if it only covers the torso, or by 1/3 if either the arms or the legs are left bare.

9.3   Medieval Ranged Weapons

9.3.1   Longbow

Arrow Damage Factor: +2
Notes: Open-weave armor defensive factor is halved.

Range: (Base 10m, Max 240m)

Scale: Difficulty	-3	-2	-1	0	1	2	3
Terrible	1	1	1	1	1	2	2
Poor	1	1	2	2	3	3	4
Mediocre	2	3	4	5	6	8	11
Fair	5	6	8	10	13	17	22
Good	9	12	16	20	26	34	44
Great	23	30	38	50	65	84	110
Superb	46	59	77	100	130	170	220
Legendary	91	120	150	200	240	240	240

9.3.2   Shortbow

Arrow Damage Factor: +2
Notes: Open-weave armor defensive factor is halved.

Range: (Base 5m, Max 120m)

Scale:	-3	-2	-1	0	1	2	3
Difficulty							
Terrible	1	1	1	1	1	2	2
Poor	1	1	1	1	1	2	2
Mediocre	1	1	2	3	4	5	7
Fair	2	3	4	5	6	8	11
Good	5	6	8	10	13	17	22
Great	11	15	19	25	32	42	55
Superb	23	30	38	50	65	84	110
Legendary	46	59	77	100	120	120	120

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