Basic Combat

The combat system of any roleplaying game is probably one of the most important aspects of the whole game, even if combat isn't itself meant to be the focus of the game. In some ways, it is the only part of the system that can lead to character death - even a botched etiquette skill check in front of a king will only kill you if the combat system says that you can't dodge or fight the guards.

Yags combat is reasonably detailed, providing a lot of choices to players and their characters, both at character design time and during combat itself. However, the aim is for something that is simple and fast flowing most of the time, with options for doing complex stuff when the need arises.

In terms of style, Yags tries for a gritty-cinematic approach. Combat can be deadly, especially if you try to bite off more than you can chew. A single lucky roll is unlikely to kill you, but it can put you on the floor bleeding to death. Unless you are very good, taking on multiple opponents can be suicide, and the core system is meant to be reasonably realistic in this regard.

However, Yags does allow for very skilled characters. A sword thrust, or a bullet, can kill anyone, however much of a hero they think they are. On the other hand, if you are of the skill of *Azumi*, *Beatrice Kiddo* or *River* then you should be able to disarm, kill or evade everyone before they get to stick you with something sharp.

Organisation of These Rules

These rules have been organised so as to keep the simple stuff first, then go into more detail later. The first few sections actually gives you everything you need to know to run combat using Yags. If all you want is a simple and fast combat system, then you can stick with that.

The later sections go into more detail however, providing a bit more colour to the rules, and covering situations more extensively.

General Terminology

The following terms are used frequently within these rules, so they are described up front. A full description of how they are used will be given later.

Automatic strike: An extra attack which may be taken immediately against a given opponent. The opponent does not get a defence roll, so the attack is against the base difficulty to hit the target.

Body levels: Every creature has a number of body levels, which represent their ability to absorb damage. The number of body levels determines how many wounds and stuns a creature can take before it falls over.

Combat bonuses: The three statistics which define the bonuses a weapon provides to skill and damage rolls in combat (attack, defence and damage).

Counter strike: An extra attack which make be taken immediately after the opponent's action which triggered it, but otherwise treated as a free strike.

Damage: Damage normally causes either stuns or wounds. It is reduced by a creature's soak before being applied.

Distance: The distance to a target for missile weapons, measured in metres. This affects how hard it is to hit the target, and my be modified up or down depending on other factors (such as if you're running whilst trying to shoot).

Exhaustion: Exhaustion is similar to fatigue, but can only be recovered with sleep. It is gained from long term physical activity such as hiking or heavy labour.

Fatigue: Fatigue is a measure of how tired a creature is. Unlike wounds and stuns, the amount of fatigue a creature can handle is based on their health. Fatigue can be recovered with a short rest.

Free strike: An extra attack which may be taken immediately against a given opponent. The opponent gets a free defence roll, at the same penalty as other defence rolls that round if multiple defenses have been declared.

Ineffective damage: As stun damage, but the number of stuns applied is halved (rounding down). Stun attacks may be reduced to ineffective damage, but no attack does ineffective as standard.

Initiative: Initiative determines the order in which everybody acts, from highest initiative to lowest. Actions are split into fast, normal and slow. All fast actions happen first, then normal actions, then slow actions.

Load: A character can carry a load equal to the square of their strength without penalty. Weapons, armour and equipment carried add to load.

Martial weapon: Any melee weapon which does better than stun damage and has a reach greater than zero.

Mixed damage: Mixed damage is half stuns, half wounds with odd damage going on stuns. Many animals and light bludgeoning weapons cause mixed damage.

Range band: The effective range of missile weapons, measured in metres. This is unaffected by modifiers to the Distance, and effects how much damage the weapon does.

Round: A round is a unit of time, averaging about five seconds. Each round, a character has chance to perform a single action - normally an attack or a move.

Soak: Soak is how good a creature is at resisting (soaking) damage. An adult human will usually have a base soak of 12. Any armour worn adds to this.

Stance: Stance determines how a combatant is fighting, the most common being normal, aggressive and defensive. Prone and unsteady are two stances which a character can be forced into.

Stuns: Stuns are non-serious injuries which rarely kill, being generally limited to stuns and bruises. Excessive stun damage may lead to wounds however.

Wounds: Wounds are serious injuries which have a good chance of causing death. Most weapons cause wound damage.

Combat skills

There are a number of different skills used in combat, each skill covering a particular style of fighting. It is not necessary to learn a different skill for every weapon - a skill with *single weapon* will allow you to use any one handed melee weapon for example.

The detailed combat system provides differences between how these skills are used. For now though, the only difference is in which weapons they can be used with. See the descriptions of these skills in the Skills section for more details.

Weapons

Every melee weapon provides three combat bonuses - *attack*, *defence* and *damage* which add to the attack, defence an damage rolls of a character.

There are plenty of other statistics for each weapon, but these three are the primary ones which are used in the basic combat system.

Armour

Every creature has a basic soak score, which reduces the damage done to them in an attack. Armour gives a protective bonus which adds to this soak, thereby reducing the damage done in an attack.

The Combat Sequence

Once characters enter into a combat, game time is measured in *rounds* of approximately five seconds. At the start of each combat everybody determines their *initiative* which remains fixed for the entire combat. Initiative is rolled using:

agility x 4 + d20

If you fumble your initiative roll, then you may not act for the first round of combat. If you were in the middle of doing something (running, picking something up) then you may continue doing that however (but cannot attack, or declare defences).

The Combat Round

Each round of combat follows a set series of steps. Once a round has been completed, combat either ends or everyone starts a new round. Initiative is very important in combat, since a high initiative gives a character a big tactical advantage over everyone else.

1. Everybody declares their actions in increasing initiative order. Attacks, number of defences, movement and other actions are declared at this point.

2. All fast actions are performed in decreasing initiative order.

3. Perform all normal actions in decreasing order of initiative.

4. Perform all slow actions in decreasing order of initiative.

5. End of round book keeping, including making rolls to remain conscious and alive (if necessary) and any required morale checks.

Declaring Actions

At the start of each round, all combatants declare their actions in order of increasing initiative. This gives characters with a high initiative a big tactical advantage over everybody else. Initiative should be thought of as an abstraction of both physical speed and tactical ability.

All declared actions are public, even if someone is out of sight at the start of the round. If you are hidden and out of sight, and wish to declare that you are leaping out to attack someone, then anyone who has a higher initiative than you gets the opportunity to react to your action before you do it - effectively they get to act between you making yourself visible and actually performing the attack.

Declaring Attacks

You may declare an attack against a target. Any movement required in order to make the attack is implied. The weapon and skill being used, plus any special actions, must be declared at this point.

Declaring Defenses

You must declare the number of defences though do not need to declare who they are against. Each declared defence will defend against any number of attacks from a single attacker. Defending against multiple attackers means you suffer a penalty to all attacks and defences that round.

Defences	Penalty
1	-0
2	-10
3	-20
4	-40
5	-60
6	-80

There is a maximum number of defences that you may declare in a round. Normally this is equal to the average of your agility and perception (rounded up), which is 3 for typical characters.

If you are making a melee attack but do not declare a defence against the target, then they get a *counter strike* against you after your attack has been resolved.

Waiting

If you have lost the initiative, you may declare a wait action. You must say what event you are waiting for, and what you will do if it occurs. If the event doesn't happen, then you don't do anything that round.

Movement

You may declare a move as part of your action. You can normally move up to a number of metres equal to half your *Move* score without penalty.

If you wish to move further, you can move your full *Move*, but can only perform a standard attack which is *slow*. Movement faster than this precludes making an attack action.

Performing Actions

Once everyone has declared their actions, then everyone gets to perform their actions in decreasing order of initiative. First, everyone who has a *fast* action will act (in initiative order), then all *normal* actions and finally all *slow* actions.

Making an attack

When an attack is made, the defender must declare whether they are using a defence action before any rolls are made. If they do not do so, then the target difficulty of the attack is 15.

To attack, make a melee attack roll using your relavent combat skill modified by the attack bonus of the weapon. Most melee skills are based on dexterity, though *Brawl* is based on agility.

attribute x skill + weapon attack bonus + d20

If the target is defending, then they get to make a defence roll. If not, then the base target difficulty is 15.

attribute x skill + weapon defence bonus + d20

If the attack roll is equal to or greater than the defense roll, then the target has been hit, and damage should be determined.

Inflicting Damage

If you have successfully hit your target, then make a damage roll. A damage roll never fumbles.

strength x 4 + weapon damage bonus + d20

The target now makes a *soak* roll to try and resist the damage. Soak rolls never fumble.

soak x + armour bonus + d20

If the damage roll is equal or greater than the soak roll, then damage has been caused, otherwise the blow was not of sufficient strength to cause any real harm. One *wound* is caused, plus a further wound for every 5 points of damage above the soak roll. If you are already wounded, then any new wounds add to the existing wounds. If you have two wounds (light, -5), and receive another two wounds, you will now have four wounds (heavy, -15).

Wounds	Effect
0	**Okay.** Completely uninjured.
1	**Minor.** Scratched and bruised, but no penalty.
2	**Light (-5).** Lightly wounded, with a small (-5) penalty to all actions.
3	**Medium (-10).** Moderate wounds, significant pain.
4	**Heavy (-15).** Heavily wounded, with a large penalty.
5	**Critical (-25).** Critically wounded. Most people will stop fighting at this point. Heroes and professional warriors will probably continue however.
6+	**Fatal (-40).** A fatally wounded person must make health rolls to remain conscious and alive every round. Without medical aid, they will die.

As long as you are alive, you will never be in a state worse than *fatally wounded*.

As soon as you receive damage that takes you to fatally wounded or beyond, you must make a health check at a target of 20 + 5 per extra wound. So, if you were heavily wounded (4 wounds), and took 3 wounds of damage, you would be making a check against a target of 25 (fatal, +1 extra).

If you fail this check, then you die, otherwise you fall unconscious. If you make a *good* success, then you can continue fighting, but must make another check at the end of each round at a target of 20. If you are unconscious or resting you only need to make a check every minute.

Stun Damage

Whilst wounds represent damage that is likely to kill you, stuns represent scratches and bruises that will heal naturally within a few days.

Brawling and similar attacks will do stun damage. Stuns are inflicted in much the same way as wounds are, with an opposed damage and soak rolls. However, stuns are *not* cumulative. If you receive more stuns in a single blow than you currently have, then the new number of stuns replaces what you had previously. If you receive at least half your current stun level, you gain one stun.

Stuns	Effect
0	**Okay.** Completely uninjured.
1	**Minor.** Minor scratches, no penalty.
2	**Light (-5).** Slightly bruised and in some pain, but likely to be recovered after the battle. Visible bruises and marks.
3	**Medium (-10).** Moderate stuns, will look to be in quite bad shape.
4	**Heavy (-15).** Heavily stunned, probably with most of body covered in bruises and cuts and in quite a bit of pain.
5	**Critical (-25).** Critically stunned. Most people will stop fighting at this point, since they are quite close to falling over.
6+	**Beaten (-40).** A beaten person must make a health check to remain conscious every round they wish to act.

For example, you are currently uninjured, but are punched by someone who does you two stuns. You are now lightly stunned (at -5). You are punched again for two stuns. This gives you one extra stun, taking you to three stuns (moderate, -10). A third punch only does one stun, and since this is less than half your current total, it does no damage.

The fourth punch is much harder, and does 5 stuns of damage. This is greater than your current total (3), so puts you immediately at 5 stuns (critical, -25).

If your stuns ever reach beaten, then you must make a health check as for wounds, but failure makes you unconscious, and success leaves you standing.

Note that stuns and wounds are kept track of seperately, and their penalties add together. If you have 3 stuns (moderate, -10) and two wounds (light, -5) you have a total penalty of -15.

Mixed Damage

The final type of damage is *Mixed*. Mixed damage is split between stuns and wounds, with the first going on stuns. Mixed damage adds cumulatively to both stuns and wounds. If you have four stuns, and take one level of mixed damage, you take one stun, giving you five stuns total.

End of Round

At the end of each round, any general book keeping can be performed. If health rolls are needed to remain conscious, then they are made now.

Damage, Stuns and Wounds

Damage can take many forms, but it all comes down to one of the three types - either *wounds*, *stuns* or *mixed*. Related to damage is *fatigue* and *exhaustion*, as well as *shock*.

Wounds

Wounds represent serious injuries that penetrate the skin and potentially affect internal organs. They can lead to bleeding, infection and death. Wounds heal over a period of many weeks.

Wounds are caused by lethal weapons such as swords, spears, maces, arrows and bullets. Anything which can penetrate the skin and/or break bones and cause damage to internal organs causes *wounds*.

Stuns

Stuns represent cuts and bruises which will generally heal naturally within a few days. They will rarely lead to death and are generally caused by non-lethal attacks such as punches, whips or rubber clubs.

The big difference between *wounds* and *stuns* is that *stuns* aren't cumulative. If you receive more stuns than you currently have, then your *stun* total is set to the amount you've received. Unless you receive less than half what you currently have, you always gain at least one stun however.

Mixed Damage

Mixed damage is half way between *stuns* and *wounds*. Weapons which can damage internal organs, but which don't tend to penetrate far can cause *mixed* damage. This includes knives, wooden clubs and other light weapons.

Mixed damage causes half stuns (rounded up) and half wounds (rounded down), though stuns are considered cumulative.

Fatigue

A character's fatigue is measured in a similar way to wounds, though the number of fatigue levels they have is based on their health, ranging from OK to Exhausted. If a character becomes Exhausted then they must immediately rest.

Fatigue is normally short term, and can be lost in minutes. Exhaustion is gained through long term effort or lack of sleep, and can only be lost through a night of sleep. Exhaustion and fatigue stack together on the same track - two levels of fatigue and two levels of exhaustion add up to four levels on the fatigue track, and count as a single penalty as if the character had four levels of either.

It is suggested that fatigue is kept track of on the character sheet by crossing off fatigue levels with a single line, and exhaustion with a cross. Exhaustion is always *first* on the line, and last to be lost.

If you are *exhausted* through a combination of fatigue and exhaustion, and gain more fatigue or exhaustion, then one level of fatigue is changed to be exhaustion.

Shock and Pain

Some types of damage can cause high levels of shock and pain which have an immediate but temporary effect on you, reducing your ability to act until you take the time to recover your senses.

If you suffer *shock*, then your current initiative total is reduced, down to a minimum of zero. Changes to your initiative don't come into play until next round. The change affects both declaring actions, and the actions themselves.

If your initiative drops to 0 (the minimum), then all your actions are *slow* and all rolls are halved, though it is possible to act normally for a round if you take a level of *fatigue*.

At any point, you can spend a whole round doing nothing, in which case you may re-roll your initiative. If your initiative is currently zero, then this roll is halved unless you take a level of *fatigue*. Alternatively, you can spend two rounds re-rolling your initiative, since the second roll won't be halved.

You won't normally receive *shock* from attacks, but fire and chemical attacks can cause it, as may a few martial arts forms.

Size effects on Damage

Damage against a creature which is 10 size points or more higher than the attacker have the damage type shifted down by a category (so *wounds* become *mixed*, *mixed* become *stuns* and *stuns* become *ineffective*).

If the target is 15 size points larger, then the damage is shifted down two categories. These effects make larger weapons (spears and great swords for example) more effective against large creatures, since they offset this to some extent.

The converse is also true. If the attacker is 10 size points or more larger than the target, then the damage type is shifted up one category, and up two categories if they are 15 size points higher. There is no damage category above *wounds*, so such damage is unaffected.

Vehicle Scale Weapons

The use of *Vehicles* is generally abstracted in **Yags**, since the focus is on interactions between people. However, there are times when you may find yourself facing a tank (or driving one) and need to know what affect your puny pistol (or sword) will have on thick chobham armour.

Vehicles are treated as a separate *scale*, and so a given value of soak or damage for a vehicle isn't equivalent to the same value that a person may have. Vehicle damage is either *Major* or *Minor*, being roughly equivalent to *wounds* and

stuns for people. However, both types of vehicle damage are treated the same if applied to fleshy people.

If a vehicle scale weapon is used against a character scale target (e.g., a fleshy person), then the character receives **no** soak roll, unless they are fully protected with heavy armour. In the latter case, then their entire soak roll is merely halved.

Character scale weapons against vehicles have their damage roll halved, and only cause *Minor* damage. Damage may also be shifted down due to the Size of the target. Character scale weapons shifted down have no effect against large vehicles (there is no *ineffective* damage against vehicles).

If vehicle damage is shifted up a category against characters, then heavy armour is ignored, but there are otherwise no extra effects.

Most man-portable firearms are considered to be Size 5. Anti-vehicle weapons (such as a tank's main gun) are normally Size 10 regardless of the size of the firing vehicle. Naval guns and artillery are Size 20.

A full discussion of vehicles can be found in the *Vehicles* article. It should be noted that the size of the weapon or target does not affect whether it is *vehicle* or *character* scale. An elephant is character scale, a motorbike is vehicle scale. Likewise, a tank may mount a character scale machine gun, and an infantryman can carry a vehicle scale LAW rocket.

Damage types

Explosive damage

Explosive damage tends to affect all targets within an area, with less damage being caused to targets at the edge than near ground zero. When weapons cause explosive effects, they are listed as **Ex-X**, where **X** is the base radius of the explosion in metres. Explosive devices, such as grenades, are generally lethal due to a mixture of concussion and fragmentation effects. For simplicity, there are combined into a single damage roll.

Out to the base radius, targets receive the full force of the explosion, and suffer *wounds*. Out to twice the radius, targets receive only mixed damage (but the damage rating is itself unchanged) and out to triple the radius *stuns* are caused.

Each multiple beyond that, reduce the number of stuns caused by a factor of 5 (round down). The damage roll isn't modified, just the number of stuns.

A simple 10g explosive charge of TNT does +20 damage and is considered a *Size 5* attack. Each doubling of the explosive amount does a further +10 damage. The base radius is equal to one twentieth of the damage (e.g. Ex-1 at 10g, Ex-2 at 40g, Ex-3 at 160g).

An explosive designed for fragmentation effects will have a larger radius. For a typical modern fragmentation grenade, multiply the blast radius by ten.

Very large explosions

The above assumes small explosions, normally those designed to be effective against characters. Larger explosions are treated as *Vehicle* weapons, and hence cause vehicle scale damage. Anything which is the equivalent of a pound or more of TNT is generally considered to be vehicle scale.

A vehicle scale explosion does *Major* damage out to the blast radius, and *Minor* damage out to twice this. For each doubling of the radius beyond this, reduce the damage by 100 (explosions causing less than +100 damage will only damage out to twice the radius).

500g of TNT does +50 vehicle damage, has an explosive radius of 5m and is considered to be a Size 10 weapon. Every doubling of the TNT equivalent amount causes +10 damage; each ten fold increase doubles the radius, and each thousand fold incrase raises the Size by 10.

Example

Large explosions

An bomb does +100 damage at Ex-10. The damage rolled is 113, and a character rolls a soak of 21. The damage applied is 92, or 19 levels of damage.

Out to 10m, he would receive 19 wounds - an immediate kill for pretty much anyone. Out to 20m, he would still receive 10 stuns and 9 wounds, again pretty certain death (4 of the stuns would go 'off the scale', and wrap onto wounds, giving a total of 13 wounds).

If he was within 30m, he would receive 19 stuns (which again wraps to 13 wounds).

Out to 40m, the number of stuns (not the damage roll) is reduced to 3 (19/5, rounded down).

Taking Cover

Taking cover from an explosive is generally the best course of action. A successful dodge roll allows you to move a distance equal to your combat move away from the explosion, hopefully to a less deadly range band.

Fire Damage

Unless it is very intense, fire damage tends not to penetrate to internal organs, however it can cause incredible pain. If a character actually catches on fire, then continuing damage can eventually kill the character.

Burning is considered to be *mixed* damage. Each wound or stun caused gives an immediate -5 penalty to initiative due to shock.

Healing and First aid

Untended Wounds

Surviving the battle isn't always enough, and many more people may die of their wounds after a battle than during it - especially if there is no access to modern medicines.

Fatal Wounds

If you have been *fatally* wounded, then you will never recover naturally until you receive medical attention. Every minute if inactive, or every *round* if active, you must make a *health* check at a target of 20 or die. If you fumble the check, then you also die.

Critical Wounds

If you have been *critically* wounded, then you must make a *health* check at a target of 20 every day if inactive, or hour if active. Failure or fumble will cause your wounds to worsen to *fatally* wounded and you fall into a coma. Continue to make similar checks every day, with another failure resulting in death.

Other Wounds

If you have been wounded (but not critically or fatally), and you do not receive medical attention within an hour, then you must make a *health* check at a target of 20. Failure means that the wound will worsen by one level, then stabalise (so no further checks are required). Success causes the wound to stabalise naturally.

If you fumble this check, then the wound becomes infected. It will continue to worsen by one level each day until you die. Basic first aid is not able to aid you at this point (though herb lore, medicine and other such skills may).

Stuns

Stuns do not require tending before they will begin to heal, and no *health* checks are required to see if they worsen. An immediate *First aid* check after getting stunned is still a good idea however, since it can enable you to recover from stuns immediately.

First aid

It is generally a good idea to get your wounds tended to by another. Tending a wound takes one minute, and requires an *Intelligence x First aid* check at a base target of 10. The target is modified by the total of your *wound* and *stun* penalties halved (round up).

For example, you have moderate (-10) wounds and light (-5) stuns, so the first aid difficulty will be 10 + (10 + 5)/2 = 18. If you are *beaten* and *fatally wounded*, then check difficulty would be 50.

Designer's Notes

It doesn't hurt

If you happen to have abilities such as *Ignore Pain* which reduce the penalty from stuns and wounds, then this only applies to the penalties you suffer when performing actions, it does not in any way affect any of the difficulties for healing, first aid, medicine and so on.

On success, the wounds are stabalised. On a *good* success, one level of wounds is immediately healed.

Stuns can be first aided as well, except that the base target is 0, with the same modifiers. On success, one stun is healed, and each level of success beyond that heals another stun.

You may first aid yourself, though since you suffer your full penalties whilst trying to do so, it may be much harder than having someone else do it.

Natural healing

Recovering from stuns

Stuns heal themselves after a full night's rest. Each morning, a *health* check is made at a target of 0, modified by half the total wound and stun penalties currently suffered. Each level of success causes one level of stun to be healed.

Recovering from wounds

Wounds heal naturally after a week. Each week, the character gets a health roll at difficulty 10, modified by their total stun and wound penalties halved. On a success, a single level of wound is healed.

If the character fumbles their health roll, then their injury worsens, and they gain an extra wound level. A character who is already fatally wounded will die.

If the wounded individual is spending the time resting, and they are being looked after by someone who has the *first aid* skill (spending at least an hour a day with them), then they receive a bonus equal to the healer's *first aid* score to their healing check.

Designer's Notes

You're going to die

If you've been wounded *fatally* and stunned to *beaten*, then the recovery difficulty is 50 for stuns and 60 for wounds. You are unlikely to recover from this.

First aid though only applies the basic minimum of medical knowledge, however since knowledge of it is common, and it requires only minimal time and material to apply, it is the skill covered here.

In a modern setting, the *Medicine* skill when combined with high tech care will enable you to recover from the worst possible conditions. In low tech settings, the *chirurgury* skill is useful, and certains herbs (or even magic) may

be available to provide further bonuses in order to allow healing. However, these options are not described here.

A patient looking after themselves in this way only receives half the normal bonus (rounded up).

Recovering from Fatigue

The only way to recover from fatigue is through rest. For each level of fatigue or exhaustion a character has, it takes five minutes to recover one level of fatigue.

Exhaustion counts towards fatigue, but cannot be lost through a few minutes of rest. Four hours of good sleep with remove all fatigue and one point of exhaustion for every two points of health (rounded up, so 2 exhaustion is recovered by someone with a health of 3 or 4).

Melee Combat

The basic rules for combat describe a simple and fast system for resolving fights. This section describes melee combat in more detail, providing more options for characters, and describing how to handle some situations in more detail.

Fighting Styles

For melee combat there are two skills which cover pretty much everything - *Brawl* for fighting without weapons, or with improvised or small weapons, and *Melee* which covers all proper melee weapons (swords, maces, spears, shields and exotic weapons such as flails).

Different weapons, and different styles of fighting, require some specialist knowledge in order to get the most out of them, and this is represented by certain *techniques*. Many common thugs or militia may well lack these techniques, but they will definitely be known by anyone with formal training.

Techniques will tend to be based either on the type of weapon, or the style of combat. Unarmed combat styles (such as Jujitsu or Savate for example) are also treated as techniques (which come off *Brawl*). The difference between a street brawler and a martial arts expert is that the latter will know more techniques, but both will use the *Brawl* skill.

Brawling

The basic *Brawl* skill involves simple punching, kicking and grappling. It also covers the use of simple or improvised weapons such as a knife, dagger or broken bottle.

1. Attack and defence rolls are based on agility.

2. Attack, defence and damage bonuses of a weapon add to the combat rolls.

Any weapon listed with a type of *brawl* can be used with this skill. Other types of weapons can be used but their attack, defence and damage bonuses are halved, all attacks are slow and the fumble chance is increased by 1.

Brawl can also be used to *grapple* foes rather than cause simple damage. *Grappling* is described later.

Melee

Melee covers fighting with 'proper' weapons, generally those with a reach greater than zero. Any melee weapon, however exotic, can be used with this skill, though some have basic attributes which render them difficult or even dangerous to use if the right techniques aren't known.

When using the *melee* skill, the following rules are followed.

1. Attack and defence rolls are based on dexterity.

2. Attack, defence and damage bonuses of a weapon add to the combat rolls.

3. If using a second weapon, half (round up) of the defence bonus of the second weapon is added.

Note that some technique styles will stack. The bonuses of both *Shield fighting* and *Spear fighting* can be used at the same time if fighting with a spear and shield for example.

Weapon Classes

Single

These weapons are designed to be used one handed by themselves, or possibly in combination with a shield.

Shield

A shield is designed to be used in combination with a single handed weapon. They provide a large defensive bonus if they are used properly, but otherwise can be clumsy.

Great

Great weapons require two hands to use. They tend to be large, and designed to cut, pierce or smash armour. They can be good offensive weapons but can lack defensive capability in unskilled hands.

Longshaft

Longshaft weapons tend to consist of a blade or point mounted on a long stick of wood. Spears and pikes are the most common form of longshaft weapons. They are best when used in formation.

Chain

Chain weapons consist of a handle and 'head' connected by a flexible chain or rope. They can be tricky to use and often have a high fumble chance.

Advanced Weapons

Each weapon has a number of properties which represents how effective it is. These give a bonus to a character's skill checks in combat. All bonuses are zero or positive - no weapon gives a negative adjustment to combat actions.

Creatures which have natural attacks have their own combat modifiers, depending on the nature of their natural weapons. Generally, these are worse than those of man made weapons. Size, reach and sharpness all have a say in how effective natural weapons are for a given type of creature.

Weapon attributes

The following apply to all weapons.

Attack: This provides a bonus to hit the target. It is a measure of accuracy and also weight and reach.

Defence: This adds to the character's defence roll. It represents parrying, but also how good the weapon is at keeping the enemy away from the user.

Damage: The weapon's damage modifier adds to the damage done by the attacker. This property also includes the type of damage done - either stun, mixed or wounds.

Reach: The reach of the weapon is how far forward it can be effectively used. Reach gives an advantage against shorter weapons, though can be a disadvantage in confined spaces.

Strength: The minimum strength needed to use a weapon. A weapon being used two handed adds 50% (round up) to the user's effective strength for this. If the user's strength is one point below that required, there is a -5 penalty to attack and defence. Two points below, this penalty is -15. Weaker characters cannot use the weapon at all.

Martial and non-Martial Weapons

Martial weapons are any melee weapon which does more than *stun* damage. They are items designed to kill people, rather than improvised heavy objects. Natural attacks do not normally count as martial weapons, regardless of the damage type they do.

Martial weapons: Martial weapons are any melee weapon which does more than stun damage and has a reach greater than zero.

Unarmed attack: An unarmed attack (or defence) is one using only natural weapons (such as a fist, or a bite) or one using non-martial weapons with a reach of zero.

When making an unarmed attack against someone who is defending with martial weapons, the attacker risks being harmed. If the defender makes a successful defence, then they get an immediate *counter strike* against the attacker.

Special properties

Some weapons have special properties which affect how it is used, or how effective it is in a given situation. By default, a weapon will have none of the following properties.

Blocking: A blocking weapon can be used as a shield. When used as a shield (using the weapon and shield style), weapon attributes are not halved as they would be if the weapon was simply treated as a second weapon. The weapon's damage bonus is ignored however.

Crushing: Crushing weapons are good at causing knockback, and get a +5 bonus to damage for purposes of knockback. This increases the chance of causing stun damage, even if the attack didn't get through the target's armour.

Heavy: A heavy weapon is good at getting through armour relative to its size. Against light armour, heavy weapons use the 'half armour' column for figuring the soak of the target.

Impaling: Impaling weapons are good at getting through some types of armour such as mail and cloth. Against impaling weapons, such armour only gives half protection.

Light: Light weapons aren't very effective at getting through armour. Against heavy armour, they do damage of one worse type (i.e. wounds become mixed, mixed becomes stuns, stuns become ineffective).

Strong: The weapon is well made, and less likely to break compared to similar weapons.

Throwable: The weapon is designed to be thrown as a missile weapon. Though any melee weapon can be thrown, throwable weapons have better ranges.

Thrusting: A thrusting weapon, when used two handed, counts as impaling.

Two handed: The weapon is designed to be used two handed, and can be used with the *great weapons* fighting style.

Weak: The weapon is poorly made and is more likely to break.

Reach

The *Reach* of a weapon is a measure of its length and effectiveness at engaging targets at a distance. Spears are the best reach weapons, knives and daggers are amongst the worst.

Long weapons are best in open spaces, especially when used in massed ranks. In a narrow corridor, they can actually be a hindrance to the user. Examples of various weapon reaches is given in the table below.

Reach	Examples
Close (0)	Fist, knife, dagger.
Short (1)	Short sword, club, hand axe, shield, mace.
Medium (2)	Broad sword, battle axe, javelin.
Long (3)	Long sword, broad axe, spear, great sword, quarterstaff.
Very long (4)	Long spear.

Close weapons can be used in pretty much any circumstance without penalty, including when grappled with someone. Longer weapons require a greater amount of space, and may suffer a penalty if used in confined conditions.

1. If the attacker has a longer weapon, then they ignore a free strike from the defender.

2. If the defender has a longer reach, then they get a free strike before the attacker gets a chance to hit.

A weapon that is too long for the situation, or which is being used against a foe that has closed to within the weapon's reach, gives a -5 to attack rolls for each excess level of reach.

Ranked Fighting

If a group of warriors are fighting in two or more ranks, than it is possible for people in the second rank to attack through the first rank against the enemy if they have thrusting weapons with sufficient reach.

If the second rank has weapons at least two reach greater than the target, then the target can be attacked. All such attacks are *slow*, and count as being an attack by the first rank (i.e. if the target is being attacked by two ranks, it only uses one defence slot). The second rank can only use the normal stance.

Free Strikes

There are some actions which are very unwise to perform in a combat situation, since they leave you open to an attack from your foe. Within *Yags*, these are handled as *free strikes*.

Free strikes always occur immediately before the action that triggers them. If an action triggers multiple *free strikes*, then all are merged into a single *automatic strike* (see below). If an action triggers strikes from multiple foes, then each foe handles their strikes independently (in initiative order).

Some actions may trigger a *counter strike* after it has been completed. These are similar to *free strikes* except they occur after the action. Multiple *counter strikes* are ignored - a single foe will only get one *counter strike* against you for a single given action. However, multiple foes may each get a strike.

Some circumstances allow you to ignore free strikes. In this case, the number of strikes against you is reduced by one. An *automatic strike* becomes a *free strike*, two *counter strikes* become a single one (which effectively means no effect).

Free Strikes

If you gain a *free strike* against someone, then you get an immediate attack roll against them. This does not affect your other actions that round, and you may make multiple *free strikes* in a single round.

A *free strike* is defended against in the same way as any other attack. Since a declared defence affects all attacks by a single attacker, the target of a *free strike* does not need to declare new defences unless they weren't defending against you at all that round.

1. If you are attacked by someone with a shorter weapon, you gain a free strike against them.

2. If someone tries to grapple or trip you, you gain a free strike against them.

3. If someone tries to run past you in combat without attacking, and within reach of your weapon, then you gain a free strike against them.

Automatic Strikes

An *automatic strike* is like a *free strike* but better. They occur if you do something really stupid, and don't permit any defence - the *automatic strike* is simply against your basic hit difficulty (normally 15).

Counter Strikes

Counter strikes are treated in the same way as *free strikes*, in that you get a defence against them. They are normally gained in response to an attack, and may be based on how well they defend against your attack.

1. If someone attacks you without declaring a defence against you, then you gain a counter strike if you are still standing.

2. If you have a martial weapon, and your attacker does not, you gain a counter strike if you make a good defence.

Advanced Armour

There are no hit locations, so the protection given by armour is averaged over the whole body. Armour is chosen in a piecemeal fashion, with the protective bonus of each item being totalled.

Properties of armour

As for weapons, different types of armour may have special properties. Unlike weapons, there are two properties which all armour types are one of - whether they are *heavy* or *light*.

A whole suit of armour is considered to be either heavy or light, even if the suit consists of some heavy and some light components. By default, armour is light. If heavy armour covers either the torso and arms, or the torso and legs, then the whole suit of armour is considered heavy.

Bullet Proof: Does not get halved against firearms. Does not automatically count as heavy.

Heavy: Any light weapon will do damage of the next less effective type (e.g. wounds become mixed).

Light: All heavy weapons halve the total protective value of the armour.

Mail: Impaling weapons halve the protective bonus of any mail armour.

Noisy: The armour is noisy, and reduces agility by the given value when the wearer is trying to be stealthy.

Restrictive: The armour is difficult to move in, and reduces agility by the given value for combat (including initiative) and athletic actions.

Soft: The protection value of soft armour is doubled against stun and mixed attacks but halved against impaling attacks.

Vitals: The armour protects the vitals - this is generally limited to heavy armour which protects the torso and head. It provides the value given as a bonus to health checks to survive/remain conscious immediately after being hit.

Choosing armour

A full set of armour can consist of several parts, and a character can mix and match according to preference and

finances. Unless otherwise stated, armour cannot be layered (if it is, simply take the best protection value).

Each item of armour has a protection value, and a load. The total load and protection of all worn items is totalled to give the final value. So, a character wearing soft leather trousers (with a protection of 2) and a soft leather jacket (also 2), would have a total armour protection of 4.

Coif: Covers the head, neck and shoulders. May be worn under a helm.

Greaves: Covers the legs. Values given are for a set of greaves, one for each leg.

Hauberk: A term used to describe a mail jacket that covers the torso, arms and legs down to the knees.

Helm: Protects the head.

Jacket: Covers the torso, arms and upper thighs.

Trousers: Covers the legs and lower abdomen.

Vambraces: Protects the arms. As for greaves, values given assume a complete set of vambraces. However, if vambraces are worn on only one arm, the full armour bonus is still gained as long as the other arm is fully protected by a shield.

Vest: Covers the torso and shoulders.

Stacking Armour

Normally, it is not possible to layer armour on top of other armour - if it is managed, only the highest protection value is applied. However, some types of armour are designed to layer, and in this case the protection values are added together.

Soft leather armour can be worn underneath chain or plate armour. Plate armour such as greaves, vambraces and breastplates can be worn over chain armour. It is possible to wear plate over chain over leather.

The other layering combination is that a helm can be worn over a chain mail coif.

Stance

When declaring your action at the start of the round, you may declare a *stance*. Stance affects how you fight - normally either aggressively or defensively but other stances are possible. Sometimes stance is inflicted upon you - *prone* is a stance you are forced into if you are knocked to the floor for example. The various stances, and the modifiers they give in combat, are described below.

Aggressive

An aggressive stance risks leaving the character open to attack, but has the benefit of better offense. All attacks are *fast*, and attack and damage rolls are at +5, however defence is at -10.

Defensive

A defensive stance values defense over offense. Defence rolls are at +5, however attack rolls are at -10, and actions are considered to be slow. Character also adds one to the maximum number of defences they can make that round.

Prone

All actions of a *prone* character are considered to be *slow*. Attack and defence rolls whilst prone are at -10. The character can move up to 3m a round.

A prone character can use their action in order to stand up.

Focused

A focused character is performing some action that requires their full attention, and they may not make any defence rolls.

Grappled

A *grappled person* is holding, or being held by, another person. Neither can defend against attacks made by others, nor can they attack anyone other than the person they are grappling. A shield cannot be used whilst grappled, and use of a weapon with a reach greater than zero means skill rolls are halved. For each reach beyond 0, there is +2 to the fumble chance.

Fumbles in Combat

When making an attack or defence roll, if you roll a natural '1', then a fumble occurs. Some situations may increase this fumble chance. When a fumble occurs, one of a number of possible outcomes results. You get to choose the fumble result unless your opponent has a higher skill, in which case they choose.

Fumbling an attack

A fumbled attack roll is always an automatic miss. You (or your opponent) get to choose from one of the following results.

1. You gain a point of fatigue.

2. You lose your weapon (your are disarmed, or simply drop your weapon).

3. Your primary weapon breaks, but only if it is weak. If it is not weak, then you cannot choose this option.

Fumbling a defence

A fumbled defence roll does not mean an automatic hit for the attacker, unless this option is chosen.

1. Defender gains a point of fatigue.

2. Defender looses weapon (disarmed, choose which weapon if have multiple weapons).

3. Defender's weapon breaks, but only if it is not strong.

4. Fail defence, use base difficulty only.

Other Actions

Drawing a weapon

A weapon may be drawn and used in the same round. Because everything is happening more or less simultaneously, a character *may* defend with a weapon they are drawing that round, even if their action hasn't come up yet.

Drawing a weapon gives a penalty to all attack and defence rolls of -5 per reach of the weapon that round, and any attack with the weapon is automatically *slow*.

Putting a weapon away

It is normally considered a full action to put a weapon away. Dropping a weapon is free however, so a weapon may be dropped, another one drawn and an attack made in the same round. In this case, any defence rolls are made with the new weapon at the normal penalty, even if you are attacked before your initiative comes up.

One weapon may be put away, and a second drawn in a single round, though other actions cannot be taken that round except for defences, at a penalty equal to 5 + 5 x (total reach of both weapons).

Re-evaluating Initiative

If you got a really bad initiative, you may spend the round re-rolling it. This takes the entire round, and you may not move, attack nor defend that round. At the end of the round, roll initiative again and keep whatever is rolled.

If your initiative was zero for any reason (e.g., due to shock) then your new initiative roll is halved just like all your other rolls.

Retreat

If things are going really bad, then you may want to start considering retreating from combat. If you use the *defensive stance*, and give ground to your attacker, you can gain a bonus to your defense rolls.

You may retreat up to a number of metres equal to your agility, and each metre gives a +3 bonus to your defence roll. However, you may not make any attacks that turn.

Stunts

If the situation allows it, then you may attempt to take advantage of the scenery to give yourself an advantage in an attack by performing a *stunt*. A *stunt* may be as simple as leaping straight at your foe, or as complex as jumping over a banister or swinging on a rope.

The base difficulty of the stunt depends on how useful a stunt it actually is. An *Agility x athletics* check is made, and if it succeeds it can be immediately followed by the attack roll. If it fails, then the attack is considered to be a fumble. Stunts are always *slow* actions.

A successful stunt gives you a +5 to attack or damage per level of success of the stunt. The difficulty of the stunt is up to the GM.

Melee Manoeuvres

Manoeuvres are special actions which anyone can try to perform. They must normally be declared at the time that the attack is declared, and often require a *good* or better attack success. Failure to achieve the required level of success results in failure.

The available melee manoeuvres are listed below. The required level of success is provided in parenthesis after the name of the manoeuvre. If a stance is also listed, then that stance must be used when making the attack.

Some manoeuvres cause a level of fatigue to be gained. The fatigue is gained immediately after the manoeuvre completes (only on success), so any fatigue penalties do not affect the manoeuvre itself.

Attack Manoeuvres

Charge through (unarmed)

A charge through is an attempt to run through a person, possibly knocking them down, and must always be declared. The defender has the option to either to step aside, or to stand their ground - in either case they get a *free strike* against you if they wish.

If the defender decides to dodge, then no rolls are made and you charge through the area uncontested. If they try to block, then it is a contest of *Strength x Brawl*. The loser of the contest is knocked *prone*.

Disarm (excellent)

You disarm your foe. They loose a single weapon of your choice, which falls to the ground within a few metres of them. If made as an unarmed attack, then invokes an additional *counter strike* if it fails. On a *superb* success, you may grab the disarmed weapon if you have a free hand.

Grapple (good, unarmed)

Unarmed combat manoeuvre where you try to grab the target's limbs or neck in order to get a hold. Requires a *good* attack against a limb, and an *excellent* attack against the neck.

On success, the target is held and an immediate contest of *Strength x brawl* is made to see if the attacker can keep hold. A second success means that the defender loses the rest of their declared actions that round (if any).

At this point, both you and the target are considered to be *grappled*. Each extra level of success on the strength check causes -1 to the target's attributes for any actions. If this penalty equals or exceeds the target's *Strength* or *Agility*, then they can no longer act.

Improved Damage (excellent, aggressive, fatigue)

Your attack does +5 damage if it hits. If you fail to get an *excellent* attack, then your entire attack fails completely.

Knockdown (good, aggressive, fatigue)

Your attack aims to force your foe to the ground. If your damage roll (ignoring armour and soak) is greater than your foe's strength x 10, then they are knocked to the ground *prone*. Damage caused is *stun* damage, regardless of the weapon.

Massive Damage (superb, aggressive, fatigue)

Your attack does +10 damage if it hits. If you fail to get a *superb* attack, then your entire attack fails completely.

Overwhelming attacks

Rather than attacking to harm, you aim to prevent your foe from striking. If you succeed, you do no damage, but your foe receives -5 per level of success to any further attacks or defences that they make that round against anyone.

Obviously you need to hit your foe before they act in order for this to have maximum effect.

Trip (good, unarmed)

Covers either grabbing a person and throwing them to the ground, or pushing or knocking them off their feet. Generates a *free strike*. On a *good* attack, the target is grabbed and a contest of *Strength x brawl* is made. If the second attack roll succeeds, then the defender is thrown and considered *prone*, otherwise the grab is considered broken.

Each extra level of success for the final throw allows the attacker to cause one stun if desired.

Vital strike (excellent, aggressive, fatigue)

By aiming for your foe's vitals, you can try to take them out in a single blow. If you hit, you cause damage as normal, and your foe must make a *Health x Size* check at 20 + 5 x wounds caused. Failure means that they immediately fall to the ground fatally wounded. Only wounds, not stuns, are considered, and at least one wound must be caused.

Defensive Manoeuvres

Escape hold

If you are being grappled, you may attempt to break free. This must be declared at the start of the round, and does not use a standard attack but is an opposed check between you and the person who has you held.

You both roll *Strength x brawl*, and you suffer a penalty to strength depending on the quality of the hold. If you win, then the hold is broken, otherwise there is no effect.

Grapple Manoeuvres

The following actions may be performed if you have previously *grabbed* your foe. Remember to reduce their defence by any penalties for being grabbed.

Improve Grapple (good)

If you are currently grappling someone, you may attempt to improve your grapple. Make a standard *Strength x brawl* attack against them, and on a success their penalty to *Agility* and *Dexterity* is increased by 1.

Break limb (good)

If you are grappling someone, you may attempt to break one of their limbs. A standard *Agility x Brawl* attack is made requiring a *good* success. If achieved, roll damage as normal, and if two or more levels are caused, then the limb is broken. The target suffers one immediate wound on a broken limb and they are at an additional -40 to all attempts to use it.

Break neck (excellent)

This is the same as breaking a limb, except that an *excellent* success is required, and three levels of damage need to be caused. On success, the target drops to *fatally wounded* and must make a *Health x 4* check to remain alive against 10 + number of levels caused.

Results of a broken neck may be paralysis or suffocation if the victim doesn't die immediately.

Mounted Combat

Fighting from horse back can be tricky, but for a skilled rider it can be a big advantage. Warriors who wish to fight from horseback should look at the *mounted combat* and *mounted archery* techniques, since these mitigate most of the problems.

If a character wishes to make a melee attack from the back of a mount, then they must make an *Agility x riding* check at difficulty 15. One roll is required each round that the character has declared any attacks or defenses.

Failure of the riding roll means that the character becomes unstable and loses their attack. Make a second roll at the same difficulty to remain on the horse. If the rider is not using saddle and stirrups, then both difficulties are increased by 5.

The character's ride skill adds to attack rolls made from horseback, against either infantry or other mounted opponents. Characters with the *mounted combat* technique add this bonus to *all* their melee rolls (initiative, attack, defence and damage), as well as not needing to make ride rolls each round.

Archery from Horseback

As for melee combat, and missile combat requires a riding roll if firing from horseback. The distance to the target is doubled when firing from horseback.

Missile combat however suffers no penalty if the horse is stationary. No roll is required to stay mounted, and the distance is not doubled.

Mounted charge

A *mounted charge* is a special kind of attack that uses a lance from horseback, and can only be used after at least a full round of charging. This can only be done from a trained warhorse.

On a successful mounted attack, damage is done with a bonus equal to the strength of the mount (on top of any bonuses due to the *ride* skill). Furthermore, for each wound dealt, a stun is dealt as well from the shock of the attack.

Fighting Large Animals

It is always possible for someone on foot to strike directly at the mount. Mounts are often quite large however, and some may be more resistant to damage than the rider.

Any animal that has a *Size* which is 10 levels higher than the attacker (i.e., 15+ if attacked by a *Size* 5 human) causes all damage against it to be reduced by one level of effectiveness - *wounds* become *mixed*, *mixed* becomes *stuns* and *stuns* become *ineffective*.

The reverse is also true - if a creature's *Size* is at least 10 levels higher, then the damage is increased in effectiveness. Stuns become mixed, mixed becomes wounds. Wounds are already as deadly as it is possible to be, so are unaffected.

Very large animals, those which have a *Size* 15 levels higher than that of their opponent, cause damage to be shifted by two categories. In this case, stuns do no damage if shifted down.

Missile Combat

Missile combat includes all forms of ranged combat, from throwing sticks and stones to spears, bows, modern firearms, RPGs and laser weapons. Missile combat happens at the same time as melee combat (in initiative order). As with everything else, all attacks are sort of simultaneous - if your target moves behind a solid wall before your attack comes up in the initiative, you can still shoot at them, but they may count as being in partial cover, since they were in cover for some of the round.

Initiative

As with melee weapons, you may choose whether to act *fast*, *normal* or *slow* when attacking with a missile weapon. Unless otherwise stated, all attacks are assumed to be normal.

Snap shots

You can take a quick shot without any aiming, which is a *fast* action. This doubles the effective distance to the target. Special manoeuvres may be used unless otherwise stated.

Careful shots

If you take your time over a shot, then your actions are *slow*. This has the advantage of halving the effective distance to the target. You may combine this with special manoeuvres unless otherwise stated.

Drawing a weapon

As for melee weapons, a missile weapon can be drawn and used in the same round. Regardless of what else you are doing, drawing a weapon means that any attack with it will be a snapshot, and will be slow.

You also suffer a -5 penalty to the attack, plus a further -5 per reach of the weapon.

Rate of Fire

If a weapon has a *Rate of Fire* greater than one, then it is possible to make multiple attacks in a single round, as long as all the attacks are against a single target. For every full 4 points of skill you have, one extra attack can be made. You cannot make any defence or move actions in a round when firing multiple shots like this. The *Recoil* of the weapon will take into account all penalties (recoil, reloading etc) for subsequent shots.

If the weapon is listed as being *Automatic* or *Semi-automatic*, then use the rules for these types of weapons instead of the above rules. Generally, the above only applies to bolt-action rifles.

Reloading Weapons

Some weapons must be loaded before they can be fired. Loading a weapon takes time, which may be several rounds. The weapon may be fired as a slow action on the round after loading has finished.

Such weapons will be marked as *Lo-X*, to denote the load time. If *X* is zero, then the weapon may be loaded and fired in the first round, though as a slow snap shot. Bows are examples of Lo-0 weapons.

If you have zero skill in the right weapon skill, then the load times are increased by one or doubled (whichever is greater). Modifiers (such as *techniques*) which bring the load time to less than zero may ignore delays due to reloading weapons.

Magazines and reloading

Some weapons may have a magazine capacity and a reload time. In this case, the reload time is to reload the magazine - reloads between each shot is not required.

Reach and Close Combat

Missile weapons, like melee weapons, have a *reach* defined for them. Though they are not meant for use in melee combat, the reach determines how slow the weapon is to aim, and how clumsy it is in close quarters battle. A low reach is generally good, though high reach weapons tend to be more accurate.

Designer's Notes

Close Quarters Battle

These rules for missile weapon *reach* are meant to enforce the advantages of smaller weapons, especially firearms. Without them there is little reason not to take the biggest, deadliest, weapon with you wherever you go. Realistically however, the move to shorter firearms is because of the problems faced in CQB.

There is greater complexity in keeping track of where people are if these rules are used however, so in simpler games it may be better to ignore them.

Missile weapons with a high reach are not effective against very close targets, either because they are hard to aim, or just because the defender can easily knock the weapon aside or dodge within its length.

Very close ranges are divided into three different threat bands for missile attacks - *Close*, *Melee* and *Move*.

Close (Reach 0): Grappling, or fighting with reach 0 melee weapons, such as fists or knives.

Melee (Reach 1): Melee combat is anytime the target is fighting you with a melee weapon (of any reach), or if they are within 3m.

Move (Reach 2): Move range is within the target's combat move (not your combat move). For most people this is 6m.

If a missile weapon has a reach *less* than the associated threat band above, then the weapon is unaffected by combat at that range. A pistol can be used normally against anyone at Melee

distance or beyond, a typical SMG (reach 1) at move distance or greater.

Impaired

If a weapon has a reach equal to the threat band, then they are *impaired*. The target always gets their full defence (even against firearms), and the weapon does not get its attack bonus.

Crippled

If the weapon has a reach greater than the threat band, then it is *crippled*. All the penalties of being *impaired* apply, plus all attacks are automatically *slow*, and the attack roll is halved.

Weapons with a reach of 3 or greater will be *crippled* in any close quarters situation.

Missile Weapon Properties

Firearms (Fi)

Any weapon listed as being a firearm is a ranged weapon firing a very fast projectile, though lasers and similar weapons also count. You cannot use other missile skills with firearms and vice versa (including *throw*).

Any armour not listed as bullet-proof is halved. A firearm may also be listed as being *Heavy*, in which case non-bullet proof armour is ignored and light bullet-proof armour is halved.

Light (Li)

Missile weapons obey all the normal rules for melee *light* weapons. A firearm which is counted as *light* still halves non-bullet proof armour, however against both *Heavy* and *Bullet-Proof* armour the damage caused is reduced by a category (e.g. from Wounds to Mixed). Against heavy bulletproof armour, the armour is halved and damage reduced by a category.

Automatic (Au)

An *automatic* weapon is capable of firing in burst mode, up to its maximum rate of fire. The size of a burst will be 10 bullets unless otherwise noted, and distance to target is effectively doubled. Full rules for automatic fire are described later.

An automatic weapon will always have a normal, non-automatic, rate of fire of 10.

Semi-Automatic (SA)

Semi-automatic weapons are capable of multiple shots a round, but cannot be fired in burst mode. A number of shots may be fired against a single target up to the rate of fire of the weapon.

Triple Auto (TA)

A limited form of automatic fire that can be selected on some fully automatic weapons. It fires a single burst of 3 rounds, which is more accurate than a full burst. Treat as a normal attack (range is not doubled), but any wounds caused are doubled.

Armour Piercing (AP)

Armour piercing rounds are very good at getting through armour, but not very good at causing damage. All armour is halved (or ignored, if already halved), but damage caused is mixed.

Laser (Ls)

Laser weapons are generally unaffected by wind and gravity. They suffer against *reflective* armour. A laser beam capable of causing serious damage to a human will tend to vapourise air between the gun and the target, giving a lightning like effect and a clap similar to thunder.

Cone (Co-X)

The weapon fires a blast in a cone directed at the enemy - shotguns are a prime example. The value determines how quickly the cone spreads.

Size of Target

As for melee combat, there is a base difficulty needed to hit a target. Unlike in melee combat though, this is modified by the range to the target, and environmental factors such as wind and visibility.

For a human sized target, the base difficulty is 15, as for melee combat. For smaller or larger targets, the difficulty changes however.

For every point of size that the target is larger than you, there is -3 to the difficulty. For every point of size they are smaller than you, there is +3 to the difficulty.

Range Bands and Distance

There are two range factors to take into account - the *distance increment* of the weapon, and the *range band* it is being fired at.

Distance Increment

The distance increment of a weapon is a measure of how accurate it is over range. Improvised thrown weapons have an increment of 5m, bows 10m and modern sniper rifles about 50m.

At distances up to the increment, there is no modifier to the difficulty to hit the target. At ranges greater than this, and each multiple of the increment, there is a +5 to the target difficulty.

For a bow with an increment of 10m, there is no modifier to the target difficulty up to and including 10m. Up to 20m, there is a +5 modifier, up to 30m a +10 modifier and so on.

The distance modifier adds to the (possibly halved) defence roll of the target (or to 15, whichever is greater).

Range Band

The range band is either *short*, *medium* or *long*. A weapon cannot hit targets beyond long range. Short range is the most effective range of the weapon - at ranges beyond this there are penalties to damage and accuracy. The range band is independent of the distance increment, and doesn't effect the target difficulty directly.

Range category	Damage
Short. This is the range over which the weapon is most effective.	+0
Medium. Most weapons loose their attack bonus at medium range or greater. Except for thrown weapons, most weapons have a base fumble chance of 3 at this range.	-5
Long. Except for thrown weapons, most weapons have a base fumble chance of 10 at this range.	-10

Weapons such as bows, crossbows, hurled weapons and slings must be aimed on a ballistic trajectory to hit targets at medium or long range. Targets at short range can be hit on a more or less flat trajectory. So, for example, it is not possible to fire at long range down a low corridor.

At medium range, there must be ample height available equal to one tenth the range. At long range, quarter the range is needed in height. Firing a long bow at a target 200m away, requires 50m of height, since this is at long range. The attack bonus of the weapon is also lost at medium and long range.

Because of the angle the shot will come down at, it is not possible to fire through narrow gaps, such as a window or arrow slit at long range - the archer can hit the window, but not someone behind the window. At medium range, it is possible to hit someone immediately behind a window or similar gap, but it would not be possible to fire through a window to hit someone on the other side of the room.

Other Modifiers

Firing at a stationary target on a firing range is one thing, firing at a moving target that's firing back is another thing entirely. There are a lot of environmental factors which can make it harder to shoot at a target, and they can all stack together to make life difficult.

Each negative factor increases the effective distance (the increment penalty), but does not effect the range band (the short, medium, long classification). This stacks with using either a *careful shot* or a *snapshot* - positive modifiers reduce the multiple.

For example, if taking a snapshot (x2) at a moving target (x2) whilst running (x2), then the effective distance will be at x8. If you have learnt the *Sharpshooter* technique, then this will be reduced to x4.

Environment	Modifier
Moderate wind Shooting in consistently moderate winds. Firearms may ignore this penalty.	x2
High wind Shooting in consistently high winds. For firearms, this is just a x2 penalty.	x3
Very high wind Assumes the middle of a hurricane. For firearms this is just a x3 penalty.	x5
Target moving Lateral movement at slower than running speed.	x2
Target moving fast Lateral movement at running speed or quicker.	x3
Firer is moving If you are running in the round you try to shoot, then you suffer the penalty. Normal movement assumes you have time to stop and shoot. Does not count if you are in a vehicle.	x2
Unstable platform Any randomly moving platform, including a weaving car or a swaying rope bridge.	x2

Scopes

Some weapons come with scopes already fitted, and others can have them fitted. If used - and they can only be used if taking a *careful* or *aimed* shot - they provide an attack bonus for the weapon.

Most scopes give a bonus of +5 to +15, with +10 being the most common, and +5 reserved only for reasonably low tech or poor quality scopes.

A laser scope (which places a laser dot on the target) provides a +20 bonus. The laser scope has the advantage that it can also provide a +10 bonus when not using *careful* or *aimed* shots. It can make it obvious who you are aiming at though.

Designer's Notes

Laser scopes

Modern laser scopes don't help much beyond a few hundred metres, because the dot is no longer visible. Futuristic weapons may assume a scope with variable power that puts a dot on anything at any distance (especially if the weapon is laser based itself).

Mounted weapons

Some firearms are designed to be mounted on a bipod, tripod or similar device. When mounted in this way, the stability of the weapon is improved, reducing recoil and increasing effective range.

If a weapon is mounted, double the short range of the weapon for purposes of automatic fire and halve (round down) its recoil penalty. If the weapon is mounted on a fixed emplacement (including a heavy vehicle) rather than on a free standing mount, then the recoil is reduced to a fifth (round down).

A mounted weapon also thirds (fifths for fixed) any strength requirement. It normally takes a round to deploy a mount and setup the weapon ready for firing.

Bracing a weapon against a wall can also help. This takes a round to do, halves the recoil penalty and increases short range for automatic fire by 50%.

Character Strength

Missile weapons have a *Strength* requirement just like melee weapons do. If you do not have sufficient strength to use a weapon, all shots are considered to be snapshots, all attacks are slow and the recoil penalty is doubled.

If you can't carry the weapon, then you can't use it at all.

Unless the weapon can't physically be used with less than two hands (e.g., a bow), then using two hands gives a +2 strength bonus. Most rifles require two hands to use effectively.

Missile Attacks

If you declare an attack with a missile weapon, then you are considered to be using the *normal* stance (so you can still dodge, but probably not parry) for purposes of melee, unless you are aiming, in which case you are *Focused*.

Missile fumbles

A fumble with a missile weapon normally counts as an automatic miss, unless the weapon is listed as being *unreliable*. An unreliable weapon will jam or break when a fumble occurs.

Defending against missile attacks

Thrown weapons may be dodged or blocked just as melee attacks are. They are generally slow enough that you have time to see the attack coming and to try to step out of the way. However, thrown weapons cannot be parried with anything other than a shield.

Projectile weapons such as slings, bows and crossbows which fire a small, fast moving projectile are harder to dodge. At *short range* any defence rolls are halved against these weapons unless you are in melee combat with the attacker.

Firearms are hard to dodge at all ranges, and halve defence rolls at medium and long range as well.

Full Dodge

You may choose to declare a *full dodge* against a missile attack. When you do so, you dive for the nearest cover to put something solid between you and the attack. This is a full round action and you may not attack or perform other actions that round.

The advantage of the *full dodge* is that you get your full defence against all missile attacks, including from firearms. The only limitation is that there must be some full cover within your base move distance.

The dodge is considered to last all round, regardless of your initiative, however you also gain cover bonuses for 90% cover against *normal* attacks, and count as being in full cover against *slow* attacks (so will be immune to most attacks at this point).

Firing into melee

Firing into a melee combat is rarely a good idea, but sometimes it is done anyway. If the target of a missile attack is in close combat with anyone else, then the fumble chance of the attack is increased by three for each extra person. Firing into a melee involving six people, would give a +18 to the fumble chance, meaning the attacker has a chance of hitting a random target if the d20 roll is anything other than a 20.

The chance of fumbling can be modified if the target is much larger or smaller than the obstructions. This is left for the GM to decide, but if two humans are fighting a 20m long dragon, then it is suggested that no penalty is applied.

A fumble in this situation means that a random target is hit. It is possible to hit the 'right' random target. Chance of hitting each target should be based on size, and ideally distance from the intended target. In reality, just assigning equal chance to everyone is a simple approach.

If someone is wrestling with the intended target, add +5 to +15 to the fumble chance, depending on how bad a shot it is. In all cases, a luck point can be spent before hand to negate, or at least reduce, the chance of hitting a friend.

Firing at a crowd

In some circumstances, you don't care who you hit as long as you hit someone. If firing at a group of potential targets, then you can reduce the distance modifier by 5 for each doubling of the number of targets.

The distance modifier cannot be reduced below zero. If you hit, then you hit a random target.

Shooting from Cover

If you are behind cover, then the difficulty to hit you is increased. The increase depends on whether the cover is hard or soft, and how much of you it actually covers. Cover also provides extra protection against automatic fire - every +10 bonus that cover provides (including from being crouched or prone) reduces the 'automatic hit' chance by 1.

Types of cover do not stack - take whichever is the best.

Type of cover	Modifier
Crouched. If you are crouched or kneeling, you are slightly harder to hit. You can only move combat move however, but can dodge missile attacks.	+5
Prone. You are harder to be hit if prone, but cannot dodge. You can move half your combat move.	+10
50% Soft. About half of your body is obscured by soft cover such as a bush, sheets or other material that obscures rather than protects.	+5
90% Soft. Most of your body (except head and shoulders) is covered by soft, obscuring cover such as bush.	+10
50% Hard. About half your body is protected by hard cover which stops attacks.	+10
90% Hard. About 90% of your body is completely protected from attack.	+20

If you are fully behind hard cover then you cannot be hit unless you step out. If you want to make an attack that round, then you must either choose to be in 90% cover for the entire round, or perform a 'step out and shoot' action.

There are three main ways in which this can be played out.

Firing from full cover

In this case you (or probably, just your head and shoulders) pop out from behind cover, take a shot and hide back in cover again.

1. The attack is always a snapshot at slow initiative.

2. You get a full dodge as a defence over the entire round, with bonus from 90% cover.

3. Attacks against you always count as snapshots.

Leaving cover

If you move out of cover and don't get back into cover that round, then you gain no bonuses from cover at all. You may shoot and move as normal.

Moving from cover to cover

In this case you leave one place of cover for another place of cover. If the distance between the two covers is within your combat move, you may also shoot.

1. If you shoot, it is considered a snapshot at slow initiative.

2. You get a full dodge but no bonus from cover.

Firearms and Automatic Fire

Modern automatic firearms are capable of firing a large number of bullets in quick succession, often quickly enough to totally empty a complete clip of ammo within a single Yags round. In order to try and keep things quick and simple, Yags uses an abstracted system for automatic fire.

Designer's Notes

Stormtrooper Markmanship

Automatic fire is inherently inaccurate at anything other than very short range, and Yags tries to simulate this. It can also be very effective at suppressing people though, so a random element is thrown in to make even highly skilled characters think twice at charging bad guys with automatic weapons.

Automatic fire is divided into *bursts* which normally consist of 10 bullets. Some heavy weapons will have larger bursts, but you may never choose to fire less than a full burst unless there are fewer bullets left in the gun. Every burst is considered to be one attack.

The effective size of the burst defines how big a bonus is obtained from using automatic fire, however it is reduced at anything other than close range. Up to 10% of the short range of the weapon, the effective burst size is equal to the number of bullets fired. Over 10%, and each multiple of this, halve the effective number of bullets (round down). A gun with a short range of 400m, would have an effective burst size of 10 out to 40m, 5 out to 80m, 2 out to 120m and 1 to 160m. Any greater range than this and all bullets are assumed to miss.

Firing weapons in burst mode also doubles the effective distance, though you may fire a burst as a *careful shot* to offset this if you wish.

Bursts at a single target

When firing at a single target you gain an attack bonus equal to the number of bullets in the burst up to a maximum of +10.

If you get a *moderate* success, then you hit and roll damage as if you hit with a single bullet. On a *good* success, you gain +1 to the damage roll per two bullets. On an *excellent* success you get a +1 per bullet. In either case, the damage bonus can never exceed +10.

Designer's Notes

High Rates of Fire

Weapons with very high rates of fire, such as machine guns may have burst sizes of 20, 30 or more. Because the attack and damage bonuses are capped at +10, these weapons lose some possible effectiveness at close range. But then, they aren't really designed to be used against single targets at close range, so this isn't necessarily unrealistic.

Very rapid fire automatic weapons come into their own at longer ranges and against dispersed targets.

Remember that the effective number of bullets is reduced beyond 10% of short range.

Bursts at an area

Instead of firing at a single target you may aim a burst over a 30 degree arc in the hope of hitting lots of people. You do not get to choose who you hit, instead targets are randomly determined, though biased towards the nearest.

Roll an attack as normal against the nearest possible target in the arc with a fumble chance of 9. If you hit, then roll for damage as normal as if you had hit with a single bullet. After resolving that hit, roll against for the next target. Up to 3 targets may be hit with a typical 10 round burst.

If you miss a target then simply move on to the next target, and keep on checking until you reach the maximum range of the weapon, run out of targets or hit the maximum number of targets.

If the burst has less than 10 bullets, then the chance of hitting is lower and you can hit fewer targets. The effective number of bullets is reduced beyond 10% of short range, as described above.

Rounds	Fumble	Max targets	Auto hit
1-2	18	1	-
3-4	15	2	-

Rounds	Fumble	Max targets	Auto hit
5-7	12	3	20
8-17	9	3	19+
18-27	6	4	18+
28-37	3	4	17+
38+	1	5	16+

For bursts of 5 or more bullets, there is a chance of an automatic hit against a target, regardless of their defence roll. This is due to the unpredictable nature of automatic fire, which can make it dangerous. On an automatic hit, the target does *not* count towards the normal maximum of targets.

Bullet Shyness

Automatic fire can act to suppress a target, even if they aren't hit. If someone is targetted by a burst (even if they aren't hit), they must make a *Will* check at 20 or suffer a shock penalty to initiative of -5. Each burst beyond the first adds +10 to the difficulty, and each level it is failed by gives a further -5 shock. A single check is made at the end of the round.

If the target is in 90% cover or better, they can halve the difficulty.

Missile Manoeuvres

As with melee weapons, there are a number of manoeuvres available which can be used to perform a special action with a missile weapon. Some manoeuvres are only available to certain types of missile weapons (such as firearms), and this is noted in the description.

Aimed shot

You can spend a whole round aiming before firing a *careful shot* the following round. This allows you to third the effective distance for the shot. If the final round is not spent taking a careful shot, then you loose all benefits of an aimed shot.

The bonus for an *aimed shot* only affects a single shot. All subsequent shots are treated as normal.

Multiple shots (firearms)

If you have an automatic or semi-automatic weapon then you can fire it multiple times in a single round at the same target. This is not burst fire, but separate squeezes of the trigger.

If the weapon has a recoil penalty, then each shot after the first gains a cumulative recoil penalty. If the penalty is -5, then the 2nd shot is at -5, the 3rd at -10 etc. The number of shots you are firing does not need to be declared until you actually shoot, but must be done before the first shot. Each shot is considered a separate attack and damage roll.

You can fire as many shots up to the Rate of Fire of the weapon, or 10, whichever is the least. If the number exceeds your skill, then there is a further -10 that applies to *all* shots that round per shot over your skill. If your skill is zero, you're at a large penalty when firing multiple shots.

Note that some weapons, such as lasers, have a recoil of zero. These weapons are highly effective when used in this way, especially if you have a high skill.

Two guns

If you want to fire two pistols at the same time, then treat it as if firing multiple shots. However, shots from your off-hand are at -10, and the distance for all shots is doubled.

Recoil penalties apply to each gun independently, but your skill still limits the total number of shots you can make.

Burst fire (firearms)

When you choose this manoeuvre you fire one or more automatic bursts at a single target. Each subsequent burst suffers double the recoil penalty of the weapon, but you can keep on firing bursts until you run out of bullets or want to stop.

Use the rules for automatic fire at a single target.

Full auto (firearms)

A *full auto* attack will, for most weapons, empty the clip. When firing on full auto, the weapon fires a number of *burst attacks* over an area. Use the automatic fire rules for firing at an area.

Each subsequent burst may be at a different area, though the areas must be next to each other (or overlap).

Suppressive fire

If you wish, you can fire over a 60 degree arc instead of a 30 degree arc. Halve the effective number of bullets, but otherwise treat it as automatic fire.

Blind fire

This is suppressive fire when you aren't looking at what you're firing at. Consider yourself to have an attribute of zero, but you can count as being completely in cover (rather than 90% cover). You must declare the number of bursts before firing any.

If you have *blind fighting*, then you can assume an attribute of 1, rather than 0.

Three Round Burst (firearms)

Some modern automatic firearms have an option to only fire 3 shots in a single burst. If selected, this is treated as a single attack which does not use the automatic fire rules, instead on a successful hit any wounds are doubled. When making an aimed shot, a three round burst counts as a single shot.

You may make as many 3 round bursts as you could normally make automatic bursts.

Special Weapon Types

Shotguns

Shotguns typically fire a cloud of pellets at the target which rapidly disperse over a cone shaped volume. Such weapons are listed as having the property of **Co-X**, where *X* denotes the blast range of the cone of effect.

Shotguns have two advantages. Firstly, they do a lot of damage at close range. Secondly, their spread covers a wide area increasing the chance of hitting the target, and possibly hitting multiple targets. As the blast spreads however, the damage rapidly reduces, making them ineffective beyond short range.

The damage is reduced by 5 for every full increment of blast range. Each increment also allows one extra target to be hit in the shot, and increasing the chance of an automatic hit similar to automatic weapons.

Initiative

Initiative is an important part of the combat system and sometimes requires a very precise understanding of the order of events and how declarations work.

It should be noted that *initiative* is not meant to represent the order in which things happens within the game world, but is instead a representation of who has a tactical advantage within the combat. The rules represent this as who goes first, since this is easiest rules implementation, but really most actions will be simultaneous. This is especially true when it comes to movement and other complex actions.

This can be best demonstrated with an example of someone moving out of cover. At the beginning of the round they are fully in cover and cannot be shot, by the end of the round they intend to be out of cover (for whatever reason). An attacker who has a higher initiative can declare to shoot them after they've declared to move out of cover, but before they actually take their action, even though it would appear to be that they would still be in cover at this point.

For this reason, all movement actions begin at the start of the round (before all other actions), and end at the end of the round (after all other actions).

Action Types

The following special actions can be declared during combat.

Overwatch

If you believe that something is going to happen that hasn't happened yet, you can declare an *overwatch* in preparation. Basically, you state that you are covering an area ready to shoot at or strike the first target that presents itself. If no target presents itself, then your action is wasted.

If you are declaring a melee strike, then the target area must be in reach of you at the start of the round. If you are declaring to shoot, then you can cover a 45 degree area. When the trigger occurs, a *Perception x Tactics* must be made at a difficulty of 10, or the overwatch fails and your action is wasted.

Your action, if it fires, is always *fast*. If it is a shooting action, then it is a snapshot. In either case, your attack roll is halved. In most cases though, the target will be unaware of your attack and therefore unable to defend.

Example

Overwatch

Corporal Bob has been tasked with covering the back door of a building whilst his friends go in the front. He has a low initiative, so each round he declares that he's going to shoot anyone coming out the door.

Rebel mastermind Eve wants to escape the building that is being raided by government forces, so runs out the backdoor. She has a better initiative than Bob, but doesn't know what is outside the door until she opens it. She declares to open the door and shoot anyone she sees. Her shooting action will count as *slow*, since she's got to come out the door first.

As Eve opens the door, Bob will get his shot since his *fast* action goes first. If Eve is still alive, then she can try shooting back.

Sometimes you may not be sure whether the potential target will be friend or foe, and in which case you will want to identify the target before attacking them. In this case, the *Tactics* difficulty is raised to 20 for an easy identification (orc or human, uniformed police or scruffy thug), 30 for reasonable differences (friend or stranger) or 40 if the differences are slight.

When you declare the overwatch, you must state if you are wanting to identify first, and what your default action is (shoot, or not shoot) if you fail to identify. You may also have +15 to the roll if you attack is *normal* instead of *fast*, or +25 if you accept a *slow* attack. A roll of less than 10 (not possible if you're choosing not to go *fast*) will always result in no action being taken.

Waiting beyond a round

If you declare an overwatch, and nothing triggers it that round, then you may choose to keep the overwatch for subsequent rounds.

This gives you a possible advantage, in that if a target triggers the *overwatch*, then you may add your *Perception x Tactics* as a straight bonus (no roll) to your initiative for that action, in order to act first. This isn't an advantage for untrained people, but can be a big advantage for special forces or other elite soldiers.

Gun to head

Holding a gun to someone's head (or a knife to their throat) is similar to *Overwatch*, except that the target of your attack is well defined. You may declare what events will trigger your attack. In order to get the advantages of this though, you must have been in position the previous round, and your target's circumstances mustn't have changed.

Your attack, if it is triggered, is *fast* and also your initiative is doubled for purposes of when you act.

For a melee threat, you must be grappling the target to make use of these bonuses. If you have a missile weapon then you must be within 10% of the short range of the weapon, so a sniper across the street can take advantage as well as someone actually holding a gun to the target's head. If you are more than 3m away however, then you can only react to the target not to what someone else does.

Instant Death

Killing someone instantly is actually very difficult. As far as ***Yags*** is concerned, if a person dies immediately from an attack then they die instantly and are unable to take further actions (such as pressing a button or pulling a trigger).

An *unconscious* result is not instant, and if they had a declared action to perform something very simple (pull trigger, push button) then they may do so. However, for attacks they will only succeed if they have their target grappled.

Surprise

Because all actions are declared at the start of a round, *surprise* can sometimes be tricky to handle within ***Yags***, especially if those causing surprise have to declare first. Related to *surprise* are *hidden actions*. These are actions which, though declared, aren't declared to all parties in a combat.

Hidden Actions

An action is considered to be hidden if the other side are both unaware of it, and have no way of reacting to it before it happens. Remember that *initiative* is not really a measure of who acts first, but who has the tactical advantage and can make an effective action first.

Example

Hidden Actions

Bob and Eve are in neighbouring rooms, and are both unaware of each other. Eve is going to open the door connecting the room and step into Bob's room.

Though Bob is unaware of Eve, or what she is doing, until she actually opens the door, Eve's action will be declared publically and Bob (if he has the advantage of initiative) will get to declare a reaction to it. In effect, Bob becomes aware of Eve as she begins to open the door, and can change his action to account for it. So he could declare to shoot her as she steps through, or to hide or try to leave the room by another route. In this case, Eve's action would not be hidden.

If instead Eve was going to set off a bomb, then there's nothing Bob can do. Until the bomb goes, Bob is unaware of both Eve and the bomb, so cannot possible react to either. In this case, Eve's action would be hidden.

A *Hidden* person does not need to declare their actions openly.

Unknown Targets

An unknown target is one that has declared openly, but hasn't been seen. If an unknown target has lost the initiative, then you know what they're doing, but are limited in what you can do. Obviously, since you probably don't know that they exist until they declare, if you're declaring first then there's nothing you can do anyway.

1. You cannot declare a direct attack against an unknown target.

2. You cannot declare a defence against an unknown target.

3. You may declare overwatch against the area they are coming from.

4. You may take a full dodge.

If a character counts as unknown at the start of the round, then you are considered to be unaware of them for purposes of certain actions (such as the *Ambush* technique).