

**Background****Portrait**

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Useful rules and notes**Your Equipment**

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How to play Zweihander

Skill tests: Roll a D100, the target number is your skill %age, modified for difficulty by the GM. Below the target number is a success. Doubles, eg. 22, 77, are criticals, be they failures or successes.

If you are told to flip to fail *and roll a success* reverse the numbers. Take the worst result. If you have no ranks in a special skill you must flip to fail. If you are told to flip to succeed *and roll a failure* reverse the numbers. Take the best result.

Combat

Act in initiative order, highest to lowest.

You get three action points (AP) a round. Use these to move, attack, dodge, parry and do other cool stuff. If you're high in the initiative order you might want to keep some points back for dodging or parrying later in the round. You are limited to one melee or missile attack per round.

To attack make a skill test to hit. If they have AP your opponent may dodge (missile attacks) or parry (melee attacks). If you hit, roll for damage.

Damage

Damage is one Fury Die (D6) plus a bonus depending on the weapon (brawn, combat or agility) or determined by the GM based on whatever just happened. On a roll of 6, reroll and add. Compare the result to the target's damage threshold. For each level of their damage threshold that is exceeded, move them one step down the damage track.

When a target drops to moderately wounded roll one Chaos Die (D6), if the result is a 6 they suffer a Moderate Injury (table on p 367)

When a target drops to seriously wounded roll two Chaos Dice, if any dice shows a 6 they suffer a Serious Injury (table on p367)

When a target drops to Greivously wounded roll three Chaos Dice, if any dice shows a 6 they suffer a Greivous Injury (table on p368)

When a target drops to Slain, they're dead.

Unarmoured targets that suffer a moderate or serious injury will start to bleed. Bleeding targets are Slain! after a number of rounds equal to their BB. If a pummelling weapon (e.g fists, clubs) causes a serious injury, suffer a moderate injury instead. Pumelling weapons don't cause bleeding.

Healing is a very slow process. Every 24 hours you have a chance to recover one step on the damage track. Injuries take longer (rules on page 270)

Peril

Peril works like damage, but is caused by fatigue, stress, terror and the like. It reduces your ability to use your trained skills and can eventually incapacitate you. A good night's sleep will generally remove the effects of peril.

