

Combat, Chance of a miss-strike during:

Attack-rolls of 03-04 (during combat) will indicate a miss-strike. If this happens roll once on the following chart:

01-03

Hand slips forward up the hilt or handle of weapon, causing 1/2 damage to your opponent and 1/2 damage to wielder's hand upon impact (roll for opponent to evade as usual).

If your opponent fails to evade, and if attacker is wielding a blunt-edged weapon that could not possibly harm his or her wielding hand, a successful avoidance-roll vs. "Dexterity" must be rolled, or weapon will be dropped directly in front in front of wielder.

G.M.:

If wielder has a weapon strapped to his or her hand, treat this as a roll of 04-10, which is merely a miss.

04-10

Off balance attack. You MUST win initiative with each opponent you are engaged in combat with, or there will be the following penalty to strike for the remainder of the turn and the next turn as well:

%Roll: Adjustment to strike:

01-34: -10

35-67: -20

68-00: -30

11-40

Drop weapon 1 space in random direction. Roll on following chart to see which way it will be dropped:

%Roll Random direction calculation:

01-13 North

14-26 North-East

27-39 East

40-52 South-East

53-64 South

65-76 South-West

77-88 West

89-00 North-West

41-60

Drop weapon as far as you can throw it. This will be as many spaces from you in a random direction. Roll on the following chart to see which way weapon will be thrown:

%Roll Random direction calculation:

01-13 North

14-26 North-East

27-39 East

40-52 South-East

53-64 South

65-76 South-West

77-88 West

89-00 North-West

Strike nearest member in company. If this happens, the wielder will roll to strike nearest company member to see if the weapon will hit. The one who may be hit by this miss-strike must be aware that he or she is going to be hit in order to dodge the strike. He or she must do an Awareness Check successfully (Awareness = % chance to avoid). Example: If you have a 25 awareness, you will have a 25% chance to avoid (or be aware of what is about to happen – otherwise it will hit automatically).

66-70

Strike self. Roll for random area struck, excluding any area that wielder could not logically strike.

Weapon is released into the air (random direction). Roll on following chart for random direction:

%Roll: Random direction calculation

01-11: North

12-22: North-East

23-33: East

34-44: South-East

45-55: South

56-66: South-West

67-77: West

78-88: North-West

89-00: Weapon is released straight into the air. There will be a 10% chance the weapon will come down on wielder, causing normal damage. If this happens wielder must roll to strike self without being able to dodge unless the wielder makes an Awareness Check successfully (Awareness = % chance to avoid). Example: If you have a 25 awareness, you will have a 25% chance to avoid (or be aware of what is about to happen – otherwise it will hit automatically).

72-73

Weapon is released into the air, lodging in a nearby tree, rocks, or other obstacle that may be in the way. If there are no such obstacles, treat this as a roll of 71.

Strike nearest non-ally in the area. If this happens, the character wielding the weapon will roll to strike nearest opponent. If opponent is not directly attacking wielder an Awareness Check must be successful to see it coming (Awareness = % chance to avoid). Example: If you have a 25 awareness, you will have a 25% chance to avoid (or be aware of what is about to happen – otherwise it will hit automatically).

Weapon fumbles right into the hands of your opponent. If weapon is strapped to wielder, an automatic "Battle-Lock" will occur. See: "Battle-Lock" in the B section of the Basic Rules Book for details.

80-90

Fling weapon directly into the lower body of opponent. Roll on the following chart to see where opponent will be struck (opponent can attempt to evade as normal (vs. thrown weapon attack):

%Roll: Part of lower body struck:

01-20: Left-Foot (or logical vicinity).

21-40: Right-Foot (or logical vicinity).

41-60: Left-Leg (or logical vicinity).

61-80: Right-Leg (or logical vicinity).

81-00: Hip (or logical vicinity)

91-00

Weapon is fumbled, flipping around wildly, landing perfectly in wielder's grasp again (no attacks for the remainder of this turn). If weapon is strapped to wielder in some way (i.e., fist-blades, tied to the hand, etc.) treat this as a roll a miss only with the loss of all attacks for the remainder of the turn if applicable.

Notes:

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North will ALWAYS be considered the direction the attacker/wielder is facing. This may not actually be north, but it will gage which way the attacker will drop or throw a weapon if a weapon is lost.