

# Combat Rules Summary

1. Calculate your COMBAT SKILL based on the weapon that you are using.
2. Subtract the COMBAT SKILL of your enemy from this total. This number = Combat Ratio.
3. If using your Wizard's Staff, note the number of WILLPOWER points you wish to expend.
4. Pick a number from the [Random Number Table](#).
5. Turn to the [Combat Results Table](#).
6. Find your Combat Ratio on the top of the chart and cross-reference to the random number you have picked. (E indicates loss of ENDURANCE points to Enemy. GS indicates loss of ENDURANCE points to Grey Star.)
7. Multiply the enemy's lost ENDURANCE points by the number of WILLPOWER points used.
8. Continue the combat from Stage 3 until one character is dead. This is when ENDURANCE points of either character fall to 0 or below.

## To Evade Combat

1. You may only evade combat when the text of the adventure offers you the opportunity.
2. You undertake one round of combat in the usual way. All points lost by the enemy are ignored, only Grey Star loses ENDURANCE points.
3. If the book offers the chance of taking evasive action in place of combat, it can be taken in the first round of combat or any subsequent round.

Combat Ratio

|               |   | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 or greater |
|---------------|---|----|----|----|----|----|----|----|----|----|----|----|---------------|
| Random Number | 1 | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14            |
|               | 2 | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15            |
|               | 3 | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16            |
|               | 4 | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17            |
|               | 5 | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18            |
|               | 6 | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19            |
|               | 7 | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20            |
|               | 8 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | K             |
|               | 9 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | K  | K             |
|               | 0 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | K  | K  | K             |

ENDURANCE LOSS ENEMY GREY STAR

K = AUTOMATICALLY KILLED

Combat Ratio

|               |   | -11 or less | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0  |
|---------------|---|-------------|-----|----|----|----|----|----|----|----|----|----|----|
| Random Number | 1 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 2 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 3 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 4 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 5 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 6 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 7 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 8 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 9 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
|               | 0 | 0           | 1   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |

ENDURANCE LOSS ENEMY GREY STAR

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