

BATTLE MOVES

LEAD AN ATTACK

When you lead an attack on an enemy, roll your company's War. **On 10+**, choose 3 of the following. **On 7-9**, choose 2. **On a miss**, choose 1. These are your **attack options**; be sure to check your playbook and your company for more.

- *You strike hard, inflicting +1 Harm in the coming exchange.*
 - *You strike unexpectedly. Your enemies cannot defend themselves well.*
 - *You strike at a particular individual in your enemy's force. If your enemies don't choose to protect them, they personally suffer harm.*
 - *You drive a wedge into your enemy. Your enemies cannot rally and counterattack.*
 - *You cut your enemy off. Your enemies can't flee, retreat, or choose a maneuver unless they first force an opening.*
 - *You drive your enemy back. Your enemies cannot hold their position.*
- Your enemy **Comes Under Attack**.

COME UNDER ATTACK

When you come under attack, roll your company's War. **On 10+**, choose 3 of the following. **On 7-9**, choose 2. **On a miss**, choose 1. These are your **defense options**; be sure to check your playbook and your company for more. Do not choose one that your attacker's choices have specifically denied you.

- *You strike back hard, inflicting +1 Harm in the coming exchange.*
- *You defend yourself well, gaining +1 Armor.*
- *You hold your line, forcing your enemy back or diverting them. Say where.*
- *You throw your enemy into disorder. They must regroup before they can press the attack or take other coordinated action.*
- *You protect the individual your enemy is particularly striking (if they are).*
- *You strike a particular person in your enemy's force. Inflict personal harm.*
- *You force an opening in your enemy's ranks. Say where.*
- *Maneuver: you spirit a particular person out of the fighting. Say where.*
- *Maneuver: You break and flee. Say where.*
- *Maneuver: You maneuver and take up a new position. Say where.*
- *You rally and make a counterattack. Lead an attack against your enemy.*
- *You surrender.*

Once you have chosen, **exchange harm** with your enemy. After you've exchanged harm, your other choices come true.

AVOIDING BATTLE

When you come under attack, if you'd rather avoid battle, hold the dice and ask the MC what you can do instead. There may be nothing, it may require another move, or it may be worse than seeing the battle through after all, but you're entitled to a straight answer before you roll the dice.

EXCHANGING HARM

When you exchange harm with your enemy, both of you inflict your harm as established, minus armor as always, and modified by the options you've chosen.

SURRENDERING

When you throw down arms in surrender, your enemy must choose whether to accept your surrender or fall to butchery.

PRESSING THE ATTACK

When you press the attack, simply take stock of the battlefield—your enemy can do the same—and then lead a new attack.

REGROUPING

You can regroup your warriors at need. While you do, your enemy can take action of their own, and you have no ability to interfere.

LOSSES IN BATTLE

Your Company

We are strong and whole.
We are bloody.
We are limping.
We are gutted.
We are butchered.

Each Warrior

I am strong, sure, and whole.
I am hurt and shaken.
I seek only to survive this.
I am no more threat to anyone.

COUNTING YOUR FALLEN

When you count your fallen, ask the MC the following questions, and then rewrite your warriors accordingly.

- *How many of us are dead? How many dying?*
- *How many of us are missing?*
- *How many of us are wounded but still able to fight?*
- *Who notable is dead, missing, or wounded?*
- *How does ___ fare?*

Expect the MC's answers to depend upon your losses in battle:

Bloody: expect some *no more threat to anyone*, and some *hurt and shaken*.

Limping: expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

Gutted: expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

Butchered: expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

CONSIDERATIONS FOR HARM

If your force outnumbers its enemy:

- *1½ to 1: it inflicts +1 Harm and gains +1 Armor.*
- *2 to 1: it inflicts +2 Harm and gains +2 Armor.*
- *3+ to 1: it inflicts +3 Harm and gains +3 Armor.*

If it fights on horseback:

- *It inflicts +1 Harm and gains +1 Armor.*

If it is significantly more expert:

- *It is experienced, vs raw recruits: it inflicts +1 Harm, and gains +1 Armor.*

If it fights from a prepared and defensive position:

- *Simple walls, ditches, fences: it inflicts +1 Harm and gains +1 Armor.*
- *Palisade, high ground, deep ditches: it inflicts +2 Harm and gains +2 Armor.*
- *Curtain wall, towers, wide, deep moat: it inflicts +3 Harm and gains +3 Armor.*

When combatants of different sizes exchange harm, the larger inflicts more harm and receives more armor than usual:

- *1½ to 1: it inflicts +1 Harm and gains +1 Armor.*
- *2 to 1: it inflicts +2 Harm and gains +2 Armor.*
- *3+ to 1: it inflicts +3 Harm and gains +3 Armor.*

Calculate harm and armor modifiers at the beginning of the attack, and then not again until the end of the battle, when both sides count their fallen. Do not change it during the battle, even if one side or the other suffers terrible casualties.

FIGHTING IN COMPANY

When you fight in company, roll Strong. **On 10+**, at the end of the battle, all 3 of the following are true. **On 7-9**, choose 2. **On a miss**, choose 1.

- *You are at your war-leader's side. (Otherwise, you are cut off, alone.)*
- *You are unhurt. (Otherwise, you suffer the same harm as the company.)*
- *You have spilled enemy blood. (Otherwise, you had no opportunity, or stayed your hand.)*