

Combat

The combat rules tend to be the most often used part of a roleplaying system, not necessarily because combat takes up most of the game, but because rules can often be ignored or abstracted the rest of the time – it is often only in the middle of a combat, with sharp pointy things being waved around everywhere, that resolution of a skill can spell life or death for a much beloved character.

The combat system for *Yags* tries to at least nod in the direction of realism, whilst maybe giving a little wave towards heroics as well. There are no hit locations or critical hit systems, so things should be pretty straight forward.

This section details the core combat rules, weapon and armour statistics, combat related skills, and damage and healing.

Basic Terminology

Combat takes place in **rounds**, which approximate to a five second interval of time. Generally, a character can move, attack and defend during a round. Other actions (such as drawing a weapon), may replace or penalise these.

Damage from an attack causes loss of **body levels**. A typical character has six body levels, and loss of them all results in death. Damage is resisted by **soak**, which is the character's strength, plus any armour they are wearing.

When using a weapon, a character has an ability in **initiative**, **attack**, and **defence**, all of which are based on the character's skill, and the weapons being used. The character only needs to learn one skill, which is then modified accordingly to give these three values. The **damage** done by a weapon, is based on the character's strength, and is unmodified by skill.

Melee Combat

Weapon Skills and Fighting Styles

There are many types of weapons a character can choose from in order to deal a quick and nasty death to their opponent. For simplicity, a character need only learn a skill for each *style* of fighting they are going to use. Learning a skill for each individual type of weapon is not necessary.

There are five basic styles of melee fighting:

- Brawling.
- Single weapon.
- Weapon and shield.
- Two weapons.
- Great weapon.

Each is considered to be of *average* difficulty, except for the *two weapons* skill, which is *hard*, and *single weapon*, which is *easy*. A character with the *single weapon* skill could use a mace, a sword or a spear with equal skill.

Fumbling

As for other skills, there is a chance of fumbling whenever a combat skill is used. Generally, a roll of three or less on the dice constitutes a fumble. Poor conditions can raise this to four, or even five.

Brawling

Brawling is a fighting style covering kicks, punches, grappling and the use of small weapons, such as knives, bottles and broken chair legs. Generally, damage caused by this style is temporary damage, causing loss of fatigue levels rather than body levels (more of this later).

Knives and daggers can be used with the brawling skill, in which case they cause damage normally.

If using a small or makeshift weapon, then treat as a club, but causing temporary damage.

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Initiative, attack and defence are based on the character's agility \times skill. If using a weapon, then the character may optionally use dexterity instead of agility for the attack and defence rolls.

Single Weapon

This style uses a single one handed weapon, with no use of a shield or parrying weapon. You gain the initiative, attack, defence and damage bonuses of the weapon, and can use either the weapon skill or brawling as your base defensive skill – the full weapon defence bonus adds on in either case.

Initiative is based on agility, while attack and defence are based on dexterity. When using a single weapon, the character has the option of performing a brawling defence instead of a normal parry, in which case they may use agility \times brawling + weapons defence score.

Weapon and Shield

This is the most common weapon style, for it combines both effective attack and defence. All the initiative, attack, defence and damage bonuses of both the weapon and the shield are gained, and added together to give a single set of values.

Not using a shield with this style causes you to suffer no penalties other than not gaining any shield bonuses.

Two Weapons

An unusual style, not practised a great deal. One weapon must be specified as the primary weapon, and the other as the secondary weapon. All the bonuses of the first weapon are gained, plus half (round up) the bonuses of the secondary weapon.

If a shield is used instead of a second weapon, then half the bonuses of the shield are gained, as well as a +3 to the fumble chance.

Great Weapon

The great weapon style allows use of a single weapon requiring both hands to wield, such as a great sword or quarterstaff. When using a weapon with two hands, your strength is effectively 50% higher for purposes of being able to wield the weapon (though damage is unaffected).

It is possible to use the weapon in just one hand without penalty, though the 50% bonus to strength is lost, which may give penalties for not having sufficient strength.

Weapon Statistics

The table given in Combat:3 lists the available weapons, together with their statistics. An explanation of the columns in the table are given below.

Initiative (Init)

The weapon's initiative adds to the agility \times skill of the user. It is based on both the speed, and the reach of the weapon, so people with long weapons such as spears, tend to have an advantage over opponents with shorter weapons.

Attack (Attk)

The attack bonus of a weapon represents how good it is at penetrating the opponents defences and getting a hit. Both weapon accuracy, and mass (parrying a great sword with a small weapon doesn't tend to work) factor into this. The bonus adds to the dexterity \times skill of the user.

Defence (Dfn)

The defensive bonus of the weapon represents how good it is at both parrying, and keeping opponents outside the reach of their weapons. It adds to the dexterity \times skill of the user.

Melee Weapon Statistics									
Weapon	Init	Attk	Defn	Dmg	Str	Tgh	Load	Type	Notes
Axe	+6	+4	+3	+9	12	35	3	single	heavy
Club	+3	+2	+3	+4	10	25	2	single	light
Dagger	+4	+2	+3	+3	6	30	1	brawling	light
Fist/kick	+0	+0	+0	+0	—	—	—	brawling	light
Great axe	+8	+7	+4	+14	24	40	6	great	2-handed, heavy
Great sword	+12	+8	+6	+12	24	45	7	great	2-handed, heavy
Knife	+2	+1	+2	+2	4	30	0	brawling	light
Long spear	+15	+4	+4	+10	18	25	3	great	2-handed
Long sword	+6	+5	+5	+9	12	40	4	single	
Mace	+5	+3	+3	+8	12	40	3	single	
Quarterstaff	+9	+5	+9	+6	18	30	2	great	2-handed
Round shield	+0	+2	+7	+0	9	30	3	shield	
Short sword	+7	+4	+3	+7	9	40	2	single	
Spear	+9	+3	+2	+7	9	25	2	single	

Damage (Dmg)

The weapon's damage bonus adds to the raw strength of the user (skill does not affect this).

Strength (Str)

This is the minimum strength requirement to use the weapon in one hand. If the weapon is being used in two hands with the *two handed weapon* style, then add 50% again to the user's strength. If the user does not have sufficient strength, then for every point below the required minimum, there is a -2 penalty to initiative, attack, defence and damage.

Toughness (Tgh)

The weapon's toughness represents how hard it is to break. If an attempt is made to break the weapon, the difficulty of the attempt is equal to the weapon's toughness.

Load

The load of a weapon represents how heavy it is. Add the load of the weapon to the character's encumbrance.

Armour	Half armour		Full Armour	
	Prot	Load	Prot	Load
Quilted/Fur	3	1	5	2
Heavy leather	4	2	6	4
Leather + metal	6	3	9	6
Chain mail	9	4	14	8
Ring mail	8	5	13	10

Type

The weapon type, representing which skill is needed to wield the weapon.

Notes

Any other notes. Given here is whether the weapon is a two handed weapon, and also whether it is *heavy* or *light* – heavy weapons are better at breaking other weapons.

Armour

While weapons allow you to hurt the other guy, armour will prevent him from hurting you – or at least make sure that it doesn't hurt quite so much.

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Soak

Everyone has an ability to resist some damage, whether they're wearing armour or not, and this is called their *soak*. Normally, soak is equal to the character's strength. When damage is rolled for a weapon, the target's soak is subtracted from that roll (the target does *not* get a dice roll to add to their soak score).

Armour has a protective value which gives a bonus to soak (the *Prot* value in the table). Simply, the more armour you have, the more damage is required to hurt you.

Armour comes in *half* and *full* varieties, and merely represents the amount of the body which is covered. Since there is no hit location system, exactly what body parts are covered is not that important.

Armour Load

The load of a suit of armour is how heavy it is. Add this to the character's encumbrance.

Very High Strengths

Normally, a creature's base soak is equal to their strength, but this is only true for strengths of 25 or lower.

A strength of 25 gives a soak of 25. For every full five points of strength beyond that, there is a +1 increase in soak. So a strength of 25 to 29 gives a soak of 25, 30 to 34 gives a soak of 26 and so on.

The Combat Round

Combat is divided into *rounds* each lasting approximately five seconds. At the beginning of each round, the players declare what their characters are doing (and the GM decides what the NPCs are doing).

Initiative

Characters who are involved in fighting each other then roll for initiative. The initiative of a character is equal to their agility \times weapon skill, plus the initiative modifiers of their weapons, plus 2d10!. The highest initiative acts first.

Every character gains an attack and a defence. The attack is based on dexterity \times weapon skill plus weapon modifiers, as is the defence.

If the attack roll equals or exceeds the defence, then a successful attack has been made, and the attacker should determine damage.

If the defender is still standing after the first character has made their attack, then the loser of initiative attacks back, and the first character defends.

If a target is not defending, then there is a base difficulty of 15 to hit them. This base of 15 is also a minimum defence value for any character, however bad their defence was.

Damage

Weapon damage is based on strength plus the weapon damage bonus (skill does not affect this). The attacker adds 2d10! to this, and subtracts the *soak* of the target. The target's *soak* is equal to their strength, plus any armour bonuses. *The defender does not add a roll to their soak.*

If the final result is zero or greater, then compare to the following chart:

<i>Modified Damage</i>	<i>Wounds</i>	<i>Penalty</i>
0	Stunned	*
1 – 5	1 (Hurt)	0
6 – 10	2 (Light)	-2
11 – 15	3 (Medium)	-4
16 – 20	4 (Serious)	-7
21 – 25	5 (Critical)	-10
26 – 30	6 (Fatal)	-15
31 +	<i>Special</i>	<i>Special</i>

A stunned character gains one level of short term fatigue. A character who is wounded several times, adds their wounds together, so two *light* wounds become a single *serious* wound.

A wounded character immediately suffers the penalties for being at their new wound level. Unless a character is critically or fatally wounded, then they may continue with their actions, albeit at penalty.

Critically Injured Characters

A character who is *critically* injured or worse is at risk of passing out, or dying.

Immediately a character becomes critically wounded, they must make a health × stamina roll of 20+ to remain conscious. This roll has a fumble chance of 5, so even characters with a high stamina can be taken out by such a blow.

For simplicity, GMs may wish to rule that unimportant NPCs are automatically taken out of the fight as soon as they become critically injured.

Fatally Injured Characters

If a character's wound level reaches *fatal*, then a stamina roll must be made similar to being critically injured, except that failure means death. If the roll was 20+, but less than 30, then the character is alive, but unconscious. A fumble in this situation means instant death.

A character who is taken to fatal wounds from a wound level lower than critical, does *not* roll for both being critically and fatally wounded, only for being fatally wounded.

If a fatally wounded character is still conscious, then at the end of every round they exert themselves, they must make another roll, as above, with a chance of death or unconsciousness.

A conscious character who does not exert himself (i.e. becomes one with the ground) still has to roll each round, but failure (including a fumble) only ever results in unconsciousness.

A roll is not required at the end of the round in which a character becomes fatally wounded.

After falling unconscious because of a fatal wound, then a character must continue to roll 20+ each minute (with a fumble chance at a more normal 4). A failure means that they die. They have to keep on rolling until they either die, or are tended to by someone with the *first aid* skill.

Beyond Fatal

There is no wound category beyond being fatally wounded. If you are ever taken to 'beyond fatal' (including if you take another wound when you are already fatally wounded), then you must make a stamina check as if you had just been fatally wounded, but with a fumble chance of +2 per wound level beyond fatal. You are still considered to be at a wound level of *fatal* though.

If you are ever taken to *fatal* wounds in a single blow (i.e. 6 or more body levels of damage), then the base fumble chance becomes 10, rather than 5, for the initial survival roll.

Automatic Death

If a person is unconscious, or otherwise incapable of defending, then they can be automatically killed by someone who spends the round doing nothing else. The actual strike occurs after all other actions.

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Missile Weapon Statistics											
Weapon	Init	Attk	Dmg	Str	Tgh	Load	Type	S	M	L	E
Axe	+3	+3	+9	12	35	3	Thrown	10	20	30	50
Bow	+3	+12	+10	10	15	2	Bow	25	50	80	120
Dagger	+2	+3	+3	6	30	1	Thrown	10	20	30	50
Knife	+2	+3	+2	—	30	—	Thrown	5	15	25	40
Sling	+1	+8	+7	7	20	L	Thrown	20	40	60	80
Spear	+7	+5	+9	12	25	2	Thrown	15	25	35	50

This can happen even in the midst of combat, but if the killer wishes to defend that round as well, they must make an attack and damage roll as normal.

Commonsense of course prevails if the would-be attacker does not have the likely means of being able to finish the job.

Missile Combat

As for melee combat, there are fighting styles for missile weapons. The *throw* talent is used for most thrown weapons – rocks, bottles, axes, knives etc. The complete range of missile weapon skills are as follows.

Throw
Bow
Sling

Throw

The throw skill is used for any simple thrown weapons, including knives, spears and slings. It uses agility for initiative, and perception for attack. There is no defensive action possible with thrown weapons (though a melee defence could be performed, in which case the weapon can't be thrown that round).

Bow

The bow skill is an average skill, which allows use of the bow. As for the throw skill, perception is used

for attack, agility for initiative and strength for damage.

Missile combat happens at the same time as melee combat, according to initiative. For weapons which can be used as either melee or missile weapons, the attacker must choose before initiative is determined how the weapon is to be used.

The base difficulty of an unaware target is 15. A target who is aware of the attack, and wanting to make an active defence, can either try a brawling defence (i.e. dodge), or can defend with a shield, using weapon and shield skill, though they only get the shield's defensive bonus, not the weapons.

Missile Ranges

The attacker gains a penalty to their attack roll according to the range to the target, as follows:

Short range	+0
Medium range	-5
Long range	-15
Extreme range	-30

Extreme range represents the very greatest range possible for the weapon, and is normally impractical for all but the most skilled of warriors.

Further, weapons at long range suffer a -5 to damage, and weapons at extreme range suffer -10 to their damage.

Firing into Melee

Generally firing into the midst of melee combat is a bad idea. Doing so increases the chance of fumbling, and a fumble means that possibly someone was hit.

If a fumble occurs, determine randomly who was hit in the melee. If the shot was capable of hitting them (i.e. the attack roll was sufficient), then that target is hit instead.

Normally, the fumble chance in combat is 3. For each person close to the target, or who could potentially be hit, add +2 to the fumble chance. If someone is wrestling with the target, add +5 to the fumble chance.

Special Attacks

Instead of making a normal attack, before initiative is determined, a character can opt to make one special attack. Generally these can be made with any type of weapon and with any fighting style, though the GM may rule against their use in some circumstances.

Aimed Shot

Only applicable for missile weapons. If you spend the entire round aiming, then you get a bonus equal to 25% of your perception to your attack next round, and fumble chance drops by two. You cannot spend more than one round aiming., though can try and perform a *killing blow* when you do fire.

Aggressive

Make an all out melee attack this turn, taking a -10 penalty to your defence, but gaining a +5 bonus to attack and initiative rolls.

Ambush

If your foe is unaware of your attack, then you can

try an *ambush* manoeuvre. You gain no bonus to either your initiative or attack, but if you hit (against a base difficulty of 15, since your foe has no active defence), then you can halve the soak of your target. Further, the attack counts as a *killing blow* (see below). You can not also defend in the same round you try an ambush.

Cleaving Attack

Such an attack causes you to automatically lose initiative. You are also at -10 to your attack skill if using a one handed weapon, or -5 if using a two handed weapon. You also suffer a -5 to any defence that round. On a successful hit though, the target's armour (not soak) is halved. Can only be performed with a melee attack.

Defensive

Spend this turn fighting defensively with a melee weapon, gaining a +5 bonus to your defence, but suffering a -10 penalty to your attack and initiative.

Disarm

Initiative is automatically lost, but on a successful attack both combatants must make an opposed dexterity × weapon skill roll. If the attacker equals or exceeds the defender, then the defender is disarmed. This manoeuvre cannot be performed if the attacker's weapon is two size categories smaller than the defender's.

Feint

Make no attack this turn (but you may defend as normal) , but gain +5 to your melee initiative and attack roll next turn.

Killing Blow

When attempting this manoeuvre, you automatically lose initiative, and suffer a -15 penalty to your attack. On a successful attack though, if you cause at least two full body categories of damage (e.g. from *hurt* down to

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medium), you decapitate (or otherwise) your foe (generally something which normally results in instant death).

Subduing Attack

Any attack with a melee weapon can be turned into a subduing attack, causing short term fatigue instead of body levels of damage. The weapon only gets half its damage bonus, since it is being used in a non-efficient way (such as the flat of a sword).

This attack form can be combined with others, including *killing blow* or *ambush*, the result of which is to knock out the target rather than kill them. *Some* missile attacks may use this technique, at GMs discretion (a thrown axe could (by hitting with the handle or flat of the blade), but a normal arrow couldn't).

Weapon Break

This is a brute force attempt to break your opponent's weapon or shield. You lose initiative, but may defend as normal. You then make an attack roll, at difficulty 15. It doesn't matter if the opponent parries, since you want to hit their weapon anyway. Make a strength + 2d10! Roll, adding +5 if using a heavy weapon, or -5 if using a light weapon. If the toughness of the weapon is equalled or exceeded, it is damaged. This has no effect, except that a second damage attempt will break the weapon, rendering it useless. If the toughness is doubled, then the weapon is immediately broken.

Berserk Combat

There is a type of warrior capable of channelling their hatred and anger with such ferocity, that they assume greater than normal strength and ability. Only character's with the *berserker* advantage can use this style of fighting.

When going berserk, $stamina \times berserk - will$ is rolled, with a minimum result of 15 being necessary to achieve berserk state. If this is made, then the

berserker gains the following bonuses and restrictions.

For every full five points rolled, one extra body and fatigue level is gained. These levels are split between the first three categories. Further, for every full five points rolled, +1 is gained to attack, damage and initiative.

Example: A berserker with stamina of 16, will of 6 and berserk skill of 125% rolls $20 - 6 (14) + 2d10!$. They roll 29, and go berserk. They gain an extra 5 body levels – two on hurt, two on light wounds, and one on medium wounds. Equivalent extra fatigue levels are also gained. They also have a +5 bonus to attack and initiative.

When the berserker leaves the berserk state, these extra body and fatigue levels are lost, as is any damage that was applied to them. The first wound or point of fatigue is always applied to the 'real' body or fatigue level though of each category.

Life for a berserker is not all rosy though. A -10 penalty is suffered to defence, and the berserker can never fight defensively, use missile weapons, run away, stop fighting, or in any way try to do something other than *killing* their foes. They will always fight the nearest enemy, but as long as real enemies are nearby, they will not attack friends.

Encumbrance and Fatigue

The more weapons, armour and equipment a character carries, the harder they will find it to fight, and the quicker they will tire.

A character can carry a equal to their strength without penalty. Every two points of load they carry above that, gives them a -1 to all physical actions, including fatigue rolls.

Fatigue in Combat

During a combat, it is probable that character's will

begin to tire after several rounds of fighting. At the end of the third round of combat, and at the end of every three rounds after that, each character should make a stamina roll against a difficulty of 15. Failure means that they gain one short term fatigue.

Every fatigue roll after the first is at a cumulative +5 difficulty. Penalties for encumbrance, wounds and fatigue affect the roll.

A character can opt to spend a round resting, in which case no attacks or defences are performed, but the next fatigue roll is at difficulty 15.

Knockdown

If the damage from a single attack (before being reduced by the target's soak) is greater than $2 \times \text{strength} + \text{agility}$, then the target is knocked down and stunned, gaining one short term fatigue, even if the actual damage that gets through armour is zero.

A knocked down character is considered to be prone until they regain their feet, which takes an attack action.

Recovery from Wounds

A wounded character who does not have their wounds seen to will deteriorate over time. With the exception of fatally wounded characters, every hour that a character goes without having first aid applied, gains them one level of long term fatigue.

It takes one minute to apply first aid to a wounded character. Doing so requires a dexterity \times first aid roll, the difficulty depending on the severity of the wounds.

Wound level	Difficulty
Hurt	10
Light	15
Medium	15

Serious	20
Critical	20
Fatal	25

Once a character's wounds have been tended to successfully, they can start to heal. An hour of rest will fully heal a *hurt* character, given a straight stamina roll of 15+. A full night's rest will fully heal a *lightly* wounded character, again given a stamina roll of 15+.

Failure of either of the above means the character can make another check either after another hour or after another night.

For more serious wounds, roll on the following chart to see how many days recovery down to the next lower wound level takes.

Wound	0+	10+	15+	20+	25+	30+	40+
Medium	15	10	5	3	2	1	1
Serious	30	20	15	10	7	3	2
Critical	80	60	45	30	20	15	10
Fatal	X	X	120	80	60	45	30

A result of X means that the character slips into a coma (if not in one already) and eventually dies. A fumble on any roll means that the character's state worsens, and that they lose a further body level (or die, if already at *fatal*) at the end of the given period. A fumble for a medium or serious wound occurs on a 3 or less, for a critical wound on 4 or less, and for a fatal wound, on 5 or less.

Caring for the Wounded

A wounded individual will generally heal quicker if someone is looking after them. For a hurt or lightly wounded character, anyone with *first aid* who tends to them while they are resting, can help. A healer with *chirurgery* can aid any wounded person.

An *intelligence* \times skill roll is made, and half the roll is added to the injured character's recovery roll. If tending to more than one person, then the bonus is divided between all the patients.

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Mounted Combat

Mounted warriors do not gain any bonuses for high ground or other generic modifiers. Instead, they have a bonus to initiative, attack and defence to melee combat equal to one quarter of their agility \times riding ability.

A rider with less than 100% skill must make an *easy* riding skill check each round or lose their attack. A fumble means that they fall from their horse.

Damage from Other Sources

Falling Damage

Any character or creature who falls any distance could receive damage. An agility \times *athletics* roll will allow the character to fall one metre for every five rolled without taking damage.

Failing this, the character suffers damage equal to twice the distance fallen (in metres) + 2d10!. It is soaked only with the creature's base soak.

Maximum damage from a fall is +50.

Falling into Water

If the creature is falling into water, then the swimming skill is used instead of athletics to reduce the distance fallen, and the distance is reduced by one metre per 3 points rolled.

Mass Combat Resolution

Sometimes, it will be necessary to run fights with dozens of participants, a feat which would take far longer than desired using the given combat system. Even if there are only a handful of NPCs fighting, it can sometimes be desirable if the combat can be resolved quickly, in order to get on with the story.

What is presented here is a much less detailed system for resolving combat. It loses a lot of detail, but should give the same general result at the end of the day. Because of the loss of detail however, it should not be used to resolve an individual fight a PC or important NPC is in. There is no reason however, not to resolve the majority of a large battle with the quick resolution system, while resolving the part the PCs are involved with using the more detailed system given previously.

Quick Combat Resolution

There are three main simplifications which are made to the combat system in order to speed things up. Firstly, each 'turn' of quick combat is equal to three rounds of normal combat. Secondly, except in the case of large creatures, there is no concept of being wounded. Characters are either alive, or dead. Thirdly, all initiative, attack and damage rolls are performed using a single die which gives either success or failure – there are no opposed rolls.

Combatants of each side should first be organised into groups of equal (or similar) skill, and paired up against each other. The 'Quick Combat Skill Values' chart below gives a value which is obtained from the differences between skills in both groups.

Quick Combat Skill Values			
Quick Value	Initiative	Attack – Defence	Damage – Soak
10	--11	--14	--21
9	-10 --8	-13 --11	-20 --16
8	-7 --5	-10 --8	-15 --11
7	-4 --2	-7 --5	-10 --6
6	-1 --+1	-4 --2	-5 --1
5	2 --4	-1 --+1	0 --4
4	5 --7	2 --4	5 --9
3	8 --10	5 --7	10 --14
2	11 --13	8 --10	15 --19
1	14+	11+	20+

For example, a group of spearmen have an initiative

of 20, and attack of 15, a defence of 22, a damage of 18 and a soak of 12. Some swordsmen have an initiative of 18, an attack of 20, a defence of 25, a damage of 20 and a soak of 12.

The spearmen have an initiative difference of +2, which means they need to roll 5+ on a single die to go first each turn (one side works out initiative, alternatively the swordsmen could require 7+ to go first, but the odds are the same).

The attack for the spearmen is their attack minus the defence of the swordsmen (15 - 20), which gives them a quick attack of 7. Likewise, the swordsmen have a quick attack of 6.

The quick damage for the spearmen is 4, as is that of the swordsmen.

The Mass Combat Turn

Each turn of mass combat takes 3 rounds of normal combat. Every turn, for each group involved in much combat, roll a d10 to see which side gains the initiative.

For the side which wins, roll 1d10 for each attacker, totally the dice which equal or exceed the quick attack value for that group. If any did, for each one roll again, this time for damage. For each successful damage result, one defender is removed from the fight. Any remaining defenders then strike back, making their attack and damage rolls.

Leadership Bonus

If there is a leader for a group of men who has a *battle* skill of 25%+, then they can make a roll of intelligence × battle opposed to the other groups applicable leader, if any. Whichever side wins gets a +1 bonus on initiative and attack rolls.

Bonuses to the leadership roll may be granted for terrain, good tactics or other factors deemed relevant by the GM,