

Knights of Valour

Days of Thunder

Combat Rules

Introduction

The following Rules detail the Game Mechanics for Combat, which is typically played with miniatures on a standard 1-inch square grid, where each 1-inch square represents 5 feet of movement.

Combat can also be effectively resolved using “theatre-of-the-mind”, with the Judge communicating & tracking the relative location of enemies and the layout of the environment, and Players describing their Interactions & Combat Actions.

Weapons and Proficiency

Weapon Proficiency is indicated by a Proficiency Level (P.L.) from 0 to 10.

By default your Proficiency Level in any given Weapon is 0.

You are “Proficient in a Weapon” when it’s Proficiency Level is greater than 0.

In Combat you may only make Attacks with Weapons that you are Proficient in.

Proficiency is associated with a Weapon Type, so being P.L:1 in a Long Bow means that you have 1 Level of Proficiency when using *any* Long Bow.

Refer to the “Character Creation” section for your Primary Role to determine your initial Weapon Proficiencies.

Record the P.L. for each Weapon that you are proficient in on your character sheet, and on any corresponding Weapon Cards of that Type.

You can gain additional Weapon Proficiencies using the *Weapon Proficiency Buff*.

The current Proficiency Level of a Weapon enhances the Attack Roll for that Weapon when used to Attack in Melee or Ranged Combat, and, for Melee

Weapons only, enhances the Defence Value when used to Defend in Melee Combat.

Weapon Weight

Every Weapon has an associated Weight. A Player cannot carry more Items/Weapons on their person than allowed for by their Maximum Weight.

Strength & Ranged Weapon: Close & Maximum Range Modifier

Your characters Physical Strength Stat modifies the Range of any Ranged Weapons that you use in Combat as follows:

Effective Range = Weapon Range + (Strength * 5 feet).

e.g. If your character is Proficient in using a Throwing Spear, which has a Close Range of 20 feet, and a Maximum Range of 60 feet, and the Player has a +2 Strength Physical Stat, then the Effective Ranges when using this Weapon are:

Effective Close Range = 20" + ((+2) * 5") = 30"

Effective Maximum Range = 60" + ((+2) * 5") = 70"

If the resulting Effective Range is negative, then treat it as Zero Range.

If the Effective Close Range is 0 feet, then all Attacks made with this Weapon Type are made with Disadvantage.

If the Effective Maximum Range is 0 feet, then you cannot make a Ranged Attack with this Weapon Type.

Weapon Damage

The Damage inflicted by a Weapon is indicated on the Weapon Table – refer to the “KoV – Medieval Setting” Rules for information on the available Weapons and their associated Damage. This table indicates the dice that must be rolled to determine Damage after a successful Attack.

Attacker/Defender Relative-Size Attack Dice roll Modifier

When making either a Melee or Ranged attack, the Attack Dice roll is modified by the Player's Size relative to the Target, according to the following Table:

Attack Dice Roll Modifier	Attacker Size:		
	Short	Average	Tall
Defender Size:			
Short	0	-1	-2
Average	+1	0	-1
Tall	+2	+1	0

e.g. If the Attacker Size is Tall, and the Defender Stature is Short, then the Attacker applies a -2 penalty to the Attack Dice roll when making a Melee or Ranged Attack.

Combat

Combat takes place one Round at a Time.

During a Round all creatures in Combat take a Single Turn.

At the start of a Round Players may convey to the other players what their general intent is.

The order of Combat is determined by the Agility Physical Stat of each creature, which is their Initiative. Players take Turns to Act in Combat in descending Initiative order, highest first.

e.g. A Player which an Agility Stat of +2 Acts before another Player with an Agility Stat of +1.

At the start of a Round, Players may elect to reduce their Initiative by any amount, for the duration of the Round e.g. to ensure that they act after another character.

Where there is a tie for Initiative between Players & Monsters, Players always go first.

Players with the same Initiative decide, at the start of the Round, which of them goes first.

On a Turn a creature can take one Move Action and one Combat Action, in any order. If an Item, Buff or Spell grants a Player an Extra Move Action or Combat Action, this can be used in any order.

Move Action:

A Move Action can consist of one or more sub-actions that the player can string together. Each sub-action uses a portion of the characters Movement.

If a character moves through *Difficult Terrain*, it's Movement rate is halved.

If you re engaged in Combat, and use a Move Action that takes you more than 5" away from an adjacent enemy, then you suffer an immediate Attack Of Opportunity – any enemy so engaged can make a free Combat Attack Action against you before you disengage.

Sub-Actions:

Move

Move a distance up to your characters Movement.

Vault

A character can Vault over any obstacle that is up to its own height. If the obstacle is higher than the character, they must use a Climb sub-action. Vaulting uses 5" of movement.

Leap

A character can Leap across a gap with a width up to twice the characters height, using the horizontal distance leaped.

Climb

If a character is at the base of a Clime-able surface they can climb it as though it were Difficult Terrain (1/2 Movement).

Descend

A character can descend a distance equal to its own height without using any Movement points. If the distance is greater than the models height then the character descends as though it were Difficult Terrain (1/2 Movement).

Armor & Defence Modifier

If your Role enables you to use Armor (See Role description) then you can Equip yourself with Armor in order to Improve your Defence Modifier.

Refer to the Armor Table for the Defence Modifier for different types of Armor:

The D.M. can also be modified by a Shield

Small Shield: +1 Defence Modifier

Large Shield: +2 Defence Modifier

Weapon Damage

Each Weapon does a unique amount of Damage, expressed as 1 or More Dice, according to the following Table:

When using the Melee Attack or Ranged Attack Actions, if the Attacker Roll equals or exceeds the Defence Value of the Target, roll the indicated number of Dice from the Table – this is the Weapon Damage.

Combat Actions:

Melee Attack

You may only make an Attack with a Melee Weapon that you are Proficient In. The Target must be within 5" of your character.

Note that the Target can only apply their Weapon P.L. to the Target Defence Value if their Weapon is a Melee Weapon.

When taking this action the Attacker rolls a D20 modified as follows:

Attack Roll = D20 + Attacker Weapon P.L. + Attacker Strength Stat + Attacker/Defender Stature Modifier [+ Attacker Buff Modifiers]

Target Defence Value = 10 + Target Weapon P.L. + Target Armor Defence Modifier(s) + Target Agility Stat [+ Target Buff Modifiers]

If the Modified Attack Roll equals or exceeds the Target Defence Value, the Target suffers a number of Damage Points as follows:

Target Damage Points = Attacker Weapon Damage + Attacker Strength Stat [+ Attacker Buff Modifiers]

Ranged Attack

You may only make an Attack with a Ranged Weapon that you are Proficient In, and you must have Line-of-sight to the target.

When taking this action the Attacker rolls a D20 modified as follows:

Attack Roll = D20 + Attacker Weapon Attack Modifier + Attacker Agility Stat [+ Attacker Buff Modifiers]

Target Defence Value = 10 + Target Defence Modifier + Target Agility Stat [+ Defender Buff Modifiers]

If the Modified Attack Roll equals or exceeds the Target Defence Value, then the Target suffers a number of Damage Points as follows:

Target Damage Points = Attacker Weapon Damage + Attacker Strength Stat [+ Attacker Buff Modifiers]

Shove

Grapple

Throw

Release

Cast a Spell

Search

Use an Object