

Combat Rules

Initiative

1. Roll Initiative (Alertness for physical, Empathy for Social, Resolve for mental) against GM
2. Separate players into two groups – before GM and after GM. (Those who roll equal or higher than the GM falls into the former, while those who rolls lower fall into the latter).
3. Player may move in any order within their groups.

Interrupting

1. The GM will move all his minions and GPC during his turn.
2. To interrupt their action, **spend a Fate Point** or take 1 point of relevant stress damage (Physical or Mental) and make a contested roll using the Initiative skill.
 - a. If succeed, you act before or disrupt the action
 - b. If failure, you will act after the GM's action

Actions

During combat, you may perform three types of action

1. Main action
2. Supplemental action
3. Free action

You can take **one** Main action and **one** Supplemental action and any number of free actions (up to the GM's veto).

Typical Combat Actions

Move

As Main Action: Move as many zones as your Athletics roll vs. difficulty

As Supplemental Action: 1 zone

Use of Aspect: Yes

The difficulty of making a move as a main action depends on the obstacles between the borders of each zone. An average obstacle could be a low wall and a superb difficulty may be trying to run up a hill with thick undergrowth while watching out for potholes.

Moving through enemies impose additional difficulty as well.

In keeping with dramatic narrative, you never actually *failed* a move – even if you do, you are still allowed to move 1 zone. The dangers of combat may prevent you from moving more; for example, an enemy is in the way, you have to dodge out of the way of incoming arrows or a sorcerer turns the floor beneath you to mud.

Attack

As Main Action: Roll Attack Skill vs. Defender's Skill

Success: Damage = Shift

Use of Aspect: Yes

Use of Supplemental Actions: Yes

You attack your opponent using an offensive skill. Usually, the skill rolled depends on the nature of the conflict.

Conflicts	Offensive Skill	Defensive Skill
...fighting off bandits	Weapon Use, Unarmed, Ranged	Athletics (to Dodge), Shield
...intimidate someone	Intimidation	Resolve
...win the crowd over	Intimidation, Rapport, Empathy, Deceit	Intimidation, Rapport, Empathy, Deceit
...clash of two armies	Leadership, Lore (Tactics)	Leadership, Lore (Tactics)

Defend

Free Action

Generates Spin

As long as you are not pinned down, surprised or disabled, you can make as many Defend actions as people attacking you. When you are attacked, you may have the opportunity to generate *spin*. You get a spin if **when you defend, you get 3 Shifts or more**.

You may then do one of the following **within one round**:

- Apply a +1 bonus to one of your allies' action this round
- Apply a -1 penalty to one enemies' action this round

Of course, you have to describe how your defensive actions hamper your enemies or aid your allies, and the GM has the right to veto if there is no way you could affect the course of combat (for example, if the fight takes place across vast distance!)

Block

As Main Action: Rolls Defensive Skill or Offensive skill

Use of Supplemental Actions: No

A block falls into two categories – defensive and offensive.

Defensive Block allows you to protect someone. When you declare a block, you move to defend one of your allies in the same zone as you. You then roll your Defensive skill and generate a Block Strength. If anyone attacks your ally, his roll has to be higher than your Block Strength and your ally's Defensive Skill roll at the same time to hit

An Offensive Block allows you to **prevent** a course of action by your opponent. You also have to describe in some specific sense what action you will act against and what your action will be. “If he does anything!” is too general and should be rejected.

Good examples of an Offensive Blocks include “I shoot at him if he tries to cast a spell” or “If he makes for the door I will jump there with my shield up”. After which, the player will roll the relevant skill to find his Block Strength. The target who attempts the action will have to roll higher than the player’s Block Strength to perform his action (a usually uncontested roll will become contested).

An offensive block could affect anyone who attempts to perform the action stated by the blocking player (though the blocking player’s blocks expire after the first use, unless through the use of skills like Magic). For example, a “target anyone” offensive block would be “I shoot anyone who attempts to lower the drawbridge!”

Full Defence

As Main Action: +2 to Defensive Skill rolls

Use of Supplemental Actions: No

A full defence gives you a +2 to your Defensive Rolls, but forsake your chance to act.

Manoeuvre

As Main Action: Roll Offensive Skill vs. Defensive Skill

Success: Place fragile aspect if Shift < 3, otherwise a sticky Aspect

Use of Supplemental Actions: No

Condition: Offensive Skill 1+ or above

A manoeuvre is an offensive action which instead of causing physical or mental stress, places an aspect on your opponent if you succeed. If you manage to roll 3+ Shifts, the aspect is sticky, meaning that it can be tagged more than once. If not, then it is fragile, which will expire when someone tagged it.

The first tag placed by this action is free for you or your allies to use. Subsequent uses (if the aspect is sticky) would require a Fate Point. Some aspects may only benefit you. For example, if you make a Ranged Attack roll to put the aspect “Aim for the Weak Points”, your allies cannot tag that aspect, because it is specifically related to you.

Interrupt

Supplemental Action: Contested Initiative Roll

Success: You get to act before or after someone’s action

You can only interrupt if you Hold your action or moves later than the GM (in the former, you get a +1 bonus to your Initiative Roll). You must declare an Interrupt before or after a NPC makes his action (though you can make clear your intent within a NPC’s action). If you are successful, you will move before the next NPC will move. If not, then you will move after the next NPC’s turn.

This action counts as Supplemental Action, which means your main action’s roll will suffer a -1 penalty (see section on Supplemental Actions below).

Hold

Free Action

Condition: You move before the GM

You postpone your action, until a later time. If you hold till the end of the combat round, you lose your action.

Supplemental Actions

A supplemental action is one which you make besides any of the main actions above. It could include, but not necessary limited to:

- Moving
- Reading aloud from a scroll while running
- Throwing an important potion to your companion while attacking

A supplemental action must be one which does not require a roll, hence the GM may wish to see you using a relevant skill for your supplementary action which is high enough (at least +3 or above). Performing a supplemental action places a -1 penalty on your main actions.

Weapons and Unarmed Combat

In Fate Fantasy, all weapons are considered equal until it becomes dramatically important. Hence, pitting one fighter with a dagger against one fighter with a spear brings no bonus or penalties to the table.

However, a weapon itself is deemed to have some intrinsic aspects. A fighter with the *Weapon Specialisation* talent may spend a Fate Point or use a *Combat Technique* to invoke the aspect.

For example, the fighter with the spear may invoke his spear's "Long Reach" aspect (an aspect, which by common sense, all spears should have) to gain an advantage. The fighter with the dagger, who may have forced the former into a confined space, may tag the same aspect for a bonus as well.

Likewise, there is no difference when pitting an unarmed fighter against an armed one. A mediocre unarmed fighter (+0) has no talents related to unarmed combat and cannot perform manoeuvres. A trained unarmed fighter probably knows how to utilise his body to neutralise the effect of weapons' reach. Again, if you wish to take advantage of an unarmed opponent, perform a manoeuvre to place the relevant aspects on him, or tag an obvious one an unarmed opponent would have (like "I hit at his arms, where it is unprotected!").

Ranged Combat

Ranged weapons are divided into three ranges – short, medium and long. As a rule of thumb, a short-ranged weapon can reach up to 1 zone, a medium-ranged 3 zones and a long-ranged weapon can reach 6 zones.