

Conflict Rules

Conflict Procedure

- ⊗ GM determines that the players' actions have triggered a conflict. GM and players make clear what's at stake.
- ⊗ GM determines conflict type based on characters' actions.
- ⊗ Players choose a conflict captain.
- ⊗ Conflict captain rolls for disposition. Team members help if they have the appropriate skill and if they describe their actions.
- ⊗ GM generates the opposition's disposition.
- ⊗ GM divides the total disposition into hit points for each opposing character or creature.
- ⊗ The conflict captain divides team disposition into individual hit points for the team members.
- ⊗ The GM chooses three actions and then waits for the players.
- ⊗ Players choose and announce which weapons their characters will use.
- ⊗ The conflict captain discusses best options with the team and chooses three actions and which character will carry out each action. The conflict captain determines the order of actions played.
- ⊗ During the round, the GM and player actions are revealed and resolved one at a time.
- ⊗ Reduce or increase disposition as per the results. If both teams still have at least 1 point, play another round: choose weapons, choose actions, etc.

The Conflict Captain

When acting as a group, the players nominate one of their own as a captain for this conflict. The conflict captain rolls for the group's disposition. Add +1D for each other character helping. Help must abide by the standard help rules, of course.

The conflict captain is also in charge of choosing and distributing the actions.

Teams of Two

In a team of two, one player takes actions one and three and the other takes action two.

Teams of Three

In a team of three, each character takes one action per round.

Teams of Four or More

If you have a team of more than three characters, three of you take action this round. The others can help you this round. They'll get a chance to take an action next round (unless conditions arise as described in Actions for the Fallen). When helping, players must describe their actions in line with the action being played by the conflict captain. If help is redundant or inappropriate, the GM may cancel it.

Turn Taking

No player may act twice in a row in a conflict. Furthermore, a character who has not acted this round must act in the next round before anyone else who has already taken an action.

Choosing Weapons

Before playing the first action of a set, all players must declare what weapon (or spell) they're using. The GM should also announce what his critters are up to.

Actions

Attack

Attack played against Attack or Feint is an independent test. When played against Defend or Maneuver, it is a versus test. Attack reduces your opponent's disposition by the margin of success.

Independent Obstacle: 0. Successes from an independent Attack are subtracted from your opponent's disposition.

Defend

Defend played against Attack or Maneuver is a versus test. When played against another Defend, the actions are independent. When played against a Feint, Defend may not test. Feint beats it.

Defend stops or reduces the effectiveness of Attack and Maneuver actions.

Regroup

In a versus test, add the margin of success of your Defend action to your disposition. For an independent Defend, the margin of success is added to your disposition—usually one point per success. Disposition cannot go higher than the starting total. See the Regrouping heading under Hit Points for the expanded rules for this action.

Independent Obstacle: 3

Feint

- ⊗ When played against Defend, Feint is an independent test. You've faked the defender out of position and so you get a free shot at them.
- ⊗ If played against an Attack, it's you who have been drawn out of position. In this case, you don't test, the Attacker does. Describe how you were attempting the Feint.
- ⊗ If played against another Feint, make a versus test. The margin of success is subtracted from the loser's disposition.
- ⊗ If played against a Defend or Maneuver, test Feint at Ob 0. Your successes reduce your opponent's disposition.

Independent Obstacle: 0. Successes from an independent Feint are subtracted from your opponent's disposition.

Maneuver

Played against Attack or Defend, Maneuver is a versus test. Played against Feint or another Maneuver, the Maneuver action is tested independently. Margin of success is applied to the effects described below.

Independent Obstacle: 0

Maneuver Effects

The Maneuver action has three possible effects: impede, gain position and disarm. Each effect requires a certain margin of success. You can't use the same effect twice on the same action.

Margin of Success 1: *Impede*: -1D disadvantage to your opponent's next action. Apply the impede penalty to the character making the test for the next action. If the action interactions means there's no test, this effect is lost.

Margin of Success 2: *Gain position*: +2D advantage to your next action. Apply this bonus to the character making the test for the next action. If the action interactions means you don't test, this bonus is lost.

Margin of Success 3: *Disarm*: Remove one of your opponent's weapons, a piece of gear or disable a trait for the remainder of the conflict. For monsters, you may render one of its weapons useless for the remainder of the fight. If disarmed and you want to draw another weapon, you may switch next time you choose your actions. Alternately, if you win by a margin of success of 3, you may impede and gain position.

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Skills and Abilities for Disposition		
Intent	Roll	Add to Rank
Banish or Abjure	Arcanist or Ritualist	Will
Capture	Fighter or Hunter	Will
Convince	Persuader	Will
Convince Crowd	Orator	Will
Drive Off	Fighter	Health
Kill	Fighter	Health
Pursue or Flee	Scout or Rider	Health
Trick or Riddle	Manipulator	Will
Other	You Choose	You Choose

Conflict Ability and Skills Used by Action					
Type of Conflict	Attack	Defend	Feint	Maneuver	
Banish or Abjure	Arcanist or Ritualist	Lore Master or Theologian	Arcanist or Ritualist	Lore Master or Theologian	
Capture	Fighter	Hunter	Hunter	Fighter	
Convince	Persuader	Persuader	Manipulator	Manipulator	
Convince Crowd	Orator	Orator	Manipulator	Manipulator	
Drive Off	Fighter	Will	Fighter	Will	
Kill	Fighter	Health	Fighter	Health	
Pursue or Flee	Scout or Rider	Health	Scout or Rider	Health	
Trick or Riddle	Manipulator	Lore Master	Manipulator	Lore Master	
Other	You Choose	You Choose	As Attack	As Defend	

Action Table

	Attack	Defend	Feint	Maneuver
Attack	I	V	I	V
Defend	V	I	—	V
Feint	—	I	V	I
Maneuver	V	V	I	I

Refer to this handy table after your actions have been announced. It will tell you if you need to make an independent test, a versus test or no test at all for your action.

I= Independent test. Test both actions separately; both actions can succeed or fail.

V= Versus test. Roll skills or abilities against each other. Highest successes wins.

—= Do not roll for your action. Your opponent rolls but you do not.

Weapon	A	D	F	M	Special	Inventory
KILL, CAPTURE OR DRIVE OFF						
Battle axe	+1s	-1D	—	—	—	carried 2
Bow	—	—	—	+2D	Versus Attack against all except bow and crossbows. Bypasses leather armor.	carried 2 and belt/weapon
Crossbow	+1s*	—	—	+1D	*+1D bonus to Attack against Defend. Bypasses leather armor.	carried 2 and belt/weapon
Dagger	—	—	—	—	Successful Maneuver counts as disarm against spear-type and missile weapons.	carried 1 or belt/weapon
Flail	—	-1D	+1D	—	Bypasses shield benefits.	carried 1
Halberd	+1D	—	-1D	+1D	—	carried 2
Hand axe	—	—	—	—	May be thrown once per fight to change Attack to versus.	carried 1
Mace	—	—	—	—	Bypasses chainmail. Increases chance of damage to plate.	carried 1
Polearm	—	+1D	+1D	—	—	carried 2
Shield	—	+2D	—	—	—	carried 1 or torso/worn 1
Sling	—	—	—	+2D	Bonus does not count against bows or crossbows.	carried 1 and belt/weapon
Spear	—	—†	—	+1D	Bypasses leather armor. †+1D to Defend in narrow corridors.	carried 1
Sword	—	—	—	—	+1D to any action. Bonus sticks to that action for the remainder of the conflict.	carried 1 or belt/weapon
Two-handed sword	-1D, +1s	—	—	-1D, +1s	—	carried 2
Warhammer	+1D	-1D	—	—	Bypasses chainmail. Increases chance of damage to plate.	carried 2

Suggested Conflict Compromises		
Player Intent	GM Wins	GM Loses: Compromises
Banish or Abjure	The demon escapes; you summon more demons or devils	The demon vows revenge; a small gebbeth escapes; the spirit curses you
Capture	The creatures escape; you're driven off	You're injured; weapons broken; armor rent and torn
Convince	You're convinced of your opponent's argument	You agree to a large concession; you agree to a small concession
Convince Crowd	The crowd turns against you; you're run out of town	You agree to some of the crowd's demands
Drive Off	You are driven off or captured	You're injured; they sound the alarm; they summon reinforcements
Kill	See Killing Is My Business	Apply the Killing Is My Business compromises to the GM's monsters
Pursue or Flee	The creature escapes or you are captured	You're injured; you're afraid; you fall into a sinkhole or river; you're savaged by dogs; you're lost
Trick or Riddle	You're deceived or misled; you agree to something you shouldn't have	You tarry too long; you're exhausted from the effort; you're angry; you're afraid

Weapon	A	D	F	M	Special
ARGUMENT					
Intimidation	—	—	—	+1s	—
Deception	—	—	+1s	—	—
Evidence	+1s	—	—	—	You must have evidence!
Roleplay	—	—	—	—	+1D to one action type
Promises	—	+1D	—	—	—
Repeating	-1D	-1D	-1D	-1D	—
CHASE					
Locals	—	—	—	—	+1D to one action type
Maps	—	—	—	—	+1D disposition
Dirty Tricks	—	—	+1s	—	—
Right Tools	+1s	—	—	—	You must have proper equipment
CAPTURE AND HUNTING					
Nets, Traps	+1s	—	—	—	These must be built for this order of might
Lures	—	—	—	+1D	For specific beast
Clever Strategem	—	—	+1D	—	—
NEGOTIATION					
Bluffing	—	—	+1s	—	—
Bribes	—	+1D	—	—	You must have bribes
Cool, Calm	+1s	—	—	—	You cannot not be angry
Humor	—	—	—	+1D	—
SPEECH					
Position	+1s	—	—	—	You must be elevated
Mood	—	—	+1s	—	—
Reiteration	—	—	—	—	+1D to one action type
Uniform	—	—	+1D	—	—
RIDDLE					
A riddle	+1D, +1s	—	—	—	You must tell a riddle
A material clue	—	—	—	+2D	You must have a material clue
Answers	—	+2s	—	—	You must have the answer