

# SPECIAL COMBAT TYPES

## AERIAL COMBAT

A character with a natural flight speed is assumed to have proficiency in **flying**. **Riding** proficiency is required to use brooms, and **Piloting** is required to use Rugs. Spells can enable flight, but *do not* grant proficiency in it.

## ACTIONS

Combat of this sort applies a penalty of Disadvantage if the attacker is not proficient in this form of movement. It is otherwise the same as regular combat, with the following additional actions.

## EVADE

This is a movement to disengage in the air.

## GRAPPLE

This is a standard Grapple. You can lift a being if you are one size larger and succeed on a strength check against a DC 15.

## MANEUVER

A Maneuver is a Move action and requires a roll using the flying proficiency. The DC is 10 plus the modifier of the maneuver being done. If the PC lacks proficiency, they use Dexterity with a DC of 15 plus the modifier for the maneuver.

Some maneuvers apply penalties to other types of actions being taken; some provide additional types of actions.

## MANEUVER MODS

Each kind of Maneuver has a modifier, as shown below.

Maneuver	Handling	Maneuver	Handling
Veer (23°)	+1	Climb	+1
Arc (45°)	+1	Dive	+1
Turn (67°)	+2	Strafe	+2
Hard Turn (90°)	+3	Collide	+3
Spin (180°)	+1	Hover	+0

## SPEED MODS

Speed impacts handling of a vehicle as well. The following table lists the handling modifier for speeds equal to or between the lower number.

Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling
10	-1	60	+1	110	+2	160	+4	210	+6	260	+7
20	-1	70	+1	120	+3	170	+4	220	+6	270	+8
30	+0	80	+1	130	+3	180	+5	230	+6	280	+8
40	+0	90	+2	140	+3	190	+5	240	+7	290	+8
50	+0	100	+2	150	+4	200	+5	250	+7	300	+9

Speeds over 125 miles an hour for people unused to traveling faster than 60 miles a day are unlikely to happen, but you can adapt from here.

### SPEED EQUIVALENTS

Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10
Speed	.88	2.2	4.4	8.8	17.6	26.4	35.2	44	52.8	61.6	70.4	79.2	88
Mph	15	20	25	30	40	50	60	70	75	80	90	100	110
Speed	132	176	220	264	352	440	528	616	660	704	792	880	968

## CLIMB

This is moving up in the sky.

## DIVE

This is moving towards the ground.

## SPIN

This is turning in place.

## STRAFE

This is a diving attack. To use it, you must ready your attack and set the condition as within reach of the target. On our turn, you begin your movement as a Strafe. When you come within striking distance, you can attempt to hit the target with a melee or ranged attack.

## TURN

This is a turn.

## UNDERWATER COMBAT

When adventurers pursue Merow back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has Disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has Disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage. Breathing can be a bit of a challenge, but there are charms for that.

**BURROWING:** Burrowing uses the underwater combat option with one specific change: you cannot use any ranged attacks.

## ACTIONS

Combat of this sort applies a penalty of Disadvantage if the attacker is not proficient in this form of movement. It is otherwise the same as regular combat, with the following additional Actions.

## EVADE

This is a disengage underwater.

## GRAPPLE

This is a standard grapple attack.

## MANEUVER

A Maneuver is a Move action and requires a roll using the Swimming proficiency. The DC is 10 plus the modifier of the maneuver being done. If the PC lacks proficiency in swimming, they use Dexterity with a DC of 15 plus the modifier for the maneuver.

Some maneuvers apply penalties to other types of actions being taken; some provide additional types of actions.

## MANEUVER MODS

Each kind of Maneuver has a modifier, as shown below.

Maneuver	Handling	Maneuver	Handling
<b>Veer (23°)</b>	+1	<b>Surface</b>	+1
<b>Arc (45°)</b>	+1	<b>Dive</b>	+1
<b>Turn (67°)</b>	+2	<b>Close</b>	+2
<b>Hard Turn (90°)</b>	+3	<b>Collide</b>	+3
<b>Spin (180°)</b>	+2	<b>Ram</b>	+3

## SPEED MODS

Speed impacts handling of a vehicle as well. The following table lists the handling modifier for speeds equal to or between the lower number.

Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling
10	-2	60	+1	110	+6	160	+11	210	+16	260	+21
20	-1	70	+2	120	+7	170	+12	220	+17	270	+22
30	+0	80	+3	130	+8	180	+13	230	+18	280	+23
40	+0	90	+4	140	+9	190	+14	240	+19	290	+24
50	+0	100	+5	150	+10	200	+15	250	+20	300	+25

Speeds over 125 miles an hour for people unused to traveling faster than 60 miles a day are unlikely to happen, but you can adapt from here.

### SPEED EQUIVALENTS

Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10
<b>Speed</b>	<b>.88</b>	<b>2.2</b>	<b>4.4</b>	<b>8.8</b>	<b>17.6</b>	<b>26.4</b>	<b>35.2</b>	<b>44</b>	<b>52.8</b>	<b>61.6</b>	<b>70.4</b>	<b>79.2</b>	<b>88</b>
Mph	15	20	25	30	40	50	60	70	75	80	90	100	110
<b>Speed</b>	<b>132</b>	<b>176</b>	<b>220</b>	<b>264</b>	<b>352</b>	<b>440</b>	<b>528</b>	<b>616</b>	<b>660</b>	<b>704</b>	<b>792</b>	<b>880</b>	<b>968</b>

## DIVE

This is moving down in the water, towards the bottom.

## SPIN

This is spinning about.

## SURFACE

This is moving up in the water, towards the surface.

## SWOOP

This is a curving dive, similar to a jump in the water.

## SWIM

This is moving forward in a straight line.

## TURN

This is a turn. A roll is made using proficiency or ability against the DC of the turn. There are five turns: Veer, Arc, Turn, Hard Turn, and Spin.

## MOUNTED COMBAT

A Mount is anything that can be ridden by a PC. An Imperial can be a mount for a Faery, for example. However, in this case, we are talking about beastly mounts, from the common (Horses, Hyborian WarLynx) to the uncommon (Aztai Giant Cassowary, Bears), these are animals trained to be ridden and to respond to direction. Wild animals must be trained to be ridden, a process taking six weeks. A beast is eligible to be a mount provided:

It can be domesticated.

It is capable of learning.

It is at least one size larger than the being who will be riding it.

When you are mounted, you can choose to have the beast act Independently or Directed.

If Independent, the beast will do what it would do in a given situation, determined by your DM. They will have their own initiative roll and order.

If Directed, they will respond to your commands, use your initiative order, and your saving throws.

## MOUNTING AND DISMOUNTING

Once during your move, you can mount or dismount a creature that is within 5 feet of you. Doing so without proficiency in Riding costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

A directed mount can move and act even on the turn that you mount it.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your **reaction** to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it. If your saving throw is a Fumble, you are pinned under the mount.

## ACTION TYPES

Attacking is the most common form of Action when in combat, but there are many other kinds of actions one can take, and they do not need to only be taken during combat.

Combat of this sort applies a penalty of Disadvantage if the attacker is not proficient in this form of movement. It is otherwise the same as regular combat, with the following additional actions.

Riders can make melee, ranged, and spell attacks from mounts, and a Mount can make an additional attack on that same turn.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

## CLOSE ATTACK

This is an attack that happens after closing with another being.

## LANCE

This is a Lance attack.

## RANGED

This is making a Ranged Attack. Ranged attacks while mounted are at disadvantage.

## MANEUVER

A Maneuver is a Move action and requires a roll using the Riding proficiency. The DC is 10 plus the modifier of the maneuver being done. If the PC lacks proficiency in riding, they use Dexterity with a DC of 15 plus the modifier for the maneuver.

When Maneuvering, a Rider can choose to switch their Open Action and choose to take a second Maneuver in the same turn – they are focusing on the task of piloting.

Some maneuvers apply penalties to other types of actions being taken; some provide additional types of actions.

## MANEUVER MODS

Each kind of Maneuver has a modifier, as shown below.

Maneuver	DC	Maneuver	DC	Maneuver	DC
<b>Veer (23°)</b>	+2	<b>Shift</b>	+1	<b>Close</b>	+3
<b>Arc (45°)</b>	+3	<b>Trot</b>	+1	<b>Collide</b>	+3
<b>Turn (67°)</b>	+4	<b>Canter</b>	+2	<b>Trample</b>	+4
<b>Hard Turn (90°)</b>	+5	<b>Gallop</b>	+3	<b>Crush</b>	+4
<b>Spin (180°)</b>	+2	<b>Jump</b>	+2	<b>Down</b>	+1

## SPEED MODS

Speed impacts handling of a vehicle as well. The following table lists the handling modifier for speeds equal to or between the lower number.

Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling
10	-1	60	+1	110	+4	160	+6	210	+9	260	+11
20	-1	70	+2	120	+4	170	+7	220	+9	270	+12
30	+0	80	+2	130	+5	180	+7	230	+10	280	+12
40	+0	90	+3	140	+5	190	+8	240	+10	290	+13
50	+1	100	+3	150	+6	200	+8	250	+11	300	+13

Speeds over 125 miles an hour for people unused to traveling faster than 60 miles a day are unlikely to happen, but you can adapt from here.

### SPEED EQUIVALENTS

Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10
Speed	.88	2.2	4.4	8.8	17.6	26.4	35.2	44	52.8	61.6	70.4	79.2	88
Mph	15	20	25	30	40	50	60	70	75	80	90	100	110
Speed	132	176	220	264	352	440	528	616	660	704	792	880	968

## BACK

This moves the mount backwards if it is a land mount. Back can only be moved at one quarter Speed.

## CANTER

This is full speed. Mounts which engage in combat at a Canter begin to suffer 1 point of Fatigue after 10 rounds, and then 1 point of fatigue for every 10 rounds after that, unless they are rested.

## CLOSE

This is getting close enough for a melee attack.

## COLLIDE

This is colliding with an object or creature. This causes the speed of the mount at that turn to be applied as crushing damage to the target on a successful maneuver roll. Failure means the target sustains no damage. Success means that both creatures take damage, with the mount taking half.

## DOWN

This is directing the mount to lie down.

## GALLOP

This is double full speed, a Dash or Sprint. Galloping applies a fatigue point every five rounds.

## JUMP

This is jumping an obstacle.

## SHIFT

This is change from one speed to another, in either direction.

## SPIN

This is spinning the mount around.

## STOP

This is stopping the mount. Mounts require at least five feet to stop within.

## TROT

This is one half of full speed.

## TURN

This is a turn

## TRAMPLE:

Some creatures have Trampling attacks that target creatures in their path when moving. Riders should make an attack roll for the trampling attack.

## WALK

This is the walk speed, one quarter of full speed.

## VEHICULAR COMBAT

The basic rules for vehicle combat are similar to those for regular combat, but with some additional rules to account for the larger scale and movement of the vehicles.

Vehicles have Piloting Skills: Sky, Sea, or Land. Vehicles have their own movement speed and can move in different directions. A vehicle moves as you direct it.

Vehicles themselves are objects for attacks on them. Vehicles have their own hit points and can be damaged or destroyed by attacks. When a vehicle reaches zero hit points, it may crash or sink, depending on the type of vehicle.

Vehicles have Actions and Maneuvers for engaging with both each other and with the environment around them. The environment can play a significant role in vehicle combat, with hazards such as rough seas or storms affecting movement and actions.

## VEHICLE QUALITIES

All vehicles have certain qualities in common that describe their ability to resist and take damage, how they are controlled and move, and weapons they may have.

**CAPACITY:** Vehicles have a passenger and crew capacity, expressed in number of adult bodies.

**PILOT:** Vehicles require a Pilot. A pilot makes a Proficiency check when attempting maneuvers while directing a vehicle. This piloting check is always made against the DC of the vehicle's Handling score. Piloting is a Complex Skill.

**CARGO:** Vehicles have a cargo capacity, expressed in pounds

**HULL:** Hulls have an AC and a HP for the body of the Vehicle.

**DAMAGE THRESHOLD:** All vehicles have a threshold of 10% of their total HP. Damage less than that threshold has no effect.

**HELM:** A Helm is a specific location on a vehicle where a Pilot is. Not all vehicles have a Helm. Helms have an AC and HP for the control of the Vehicle.

**HANDLING:** Vehicles have a handling score. A Handling score is a DC for piloting the vehicle. Certain circumstances and Maneuvers add or subtract to the Handling score, and the character has to successfully roll their piloting score against the handling DC to achieve the action.

**PROPULSION:** the means by which the vehicle is able to move. Some vehicles have multiple ways of being moved.

**SPEED:** Vehicles have different types of movement (wheels, propeller, wings, sails, oars, skis, team, engine) with different speeds. This is the same speed rating as given to living creatures. Speed impacts the DC of Maneuvers.

**TURN RADIUS:** space to turn around. Trying to turn too tightly will capsize the vehicle.

**ACCELERATION:** one tenth the maximum speed of the Vehicle. Each round that a vehicle accelerates, it adds this number to previous speed. Vehicles reach their maximum speed in 10 rounds.

**WEAPON MOUNTS:** Vehicles have between 0 and 20 weapon mounts. Vehicle weapons make ranged attacks as normal.

**ACTIONS:** All vehicles get actions, just like people. A vehicle can make one Maneuver per turn and one attack per weapon it has mounted per turn. Some vehicles may get a reaction and some may get a bonus action. The individual vehicle descriptions describe those.

**MANEUVERS:** The movement actions that a vehicle can take. This will feed into a chase set up (basically a series of Handling rolls against the DC of different maneuvers).

**RANGE:** The range of the Vehicle in miles per day. Range is reduced by certain maneuvers.

## ACTION TYPES

Attacking is the most common form of Action when in combat, but there are many other kinds of actions one can take, and they do not need to only be taken during combat.

## RANGED ATTACK

Vehicles may have mounted weapons, such as cannons or ballistae, that characters can use to attack other vehicles or targets on land or in the air.

It takes one action to load a Vehicle weapon, and one action to fire it. Vehicle Weapons often have a minimum range. Within that range, they cannot fire.

Normal Ranged Attack rules apply.

## BOARDING ATTACK

Characters may attempt to board or grapple with another vehicle, either to take control of it or to sabotage it. To do so requires that they somehow connect the two vehicles. They can do this using STR (Athletics) versus the DC of ongoing maneuvers.

This requires both a Move action and an Open Action.

## BOARD

Once during your move, you can get into a vehicle that is within 5 feet of you. Doing so costs an amount of movement equal to half your speed.

Boarding is a movement action.

## DISEMBARK

Once during your move, you can get out of a vehicle. Doing so costs an amount of movement equal to half your speed.

Disembarking is a movement action.

## MOVE BETWEEN VEHICLES

This is a combination of a Jump Action and Boarding Action. Boarding reduces Speed by half, and Jumping requires one foot of movement for each forward foot and each vertical foot. Normal rules for both long and high jumps still apply in regards distance and STR modifiers.

Moving between Vehicles is a Movement Action.

## MANEUVERS

Any Maneuver requires a Piloting Check.

On a given Turn, a Pilot without Proficiency can take make one Maneuver.

A pilot with Proficiency can make two Maneuvers simultaneously.

Vehicles have their own Handling score, which is the base DC for any piloting checks. The kinds of Maneuvers and the speed of the vehicle in that turn then modify that DC for the purposes of the check.

## MANEUVER MODS

Each kind of Maneuver has a modifier, as shown below.

Maneuver	Handling	Maneuver	Handling	Maneuver	Handling	Maneuver	Handling
Forward	+1	Accelerate	+1	Close	+3	Strafe	+5
Reverse	+1	Brake	+1	Collide	+3	Land	+2
Hard Brake	+2	Climb	+2	Ram	+4	Surface	+1
Spin	+3	Dive	+2	Crush	+4	Stop	+1
23 Degree Turn	+0	45 Degree Turn	+1	67 Degree Turn	+2	90 Degree Turn	+3

## SPEED MODS

Speed impacts handling of a vehicle as well. The following table lists the handling modifier for speeds equal to or between the lower number.

Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling	Speed	Handling
88	-2	264	+1	440	+5	616	+9	792	+13	968	+17
132	-1	308	+2	484	+6	660	+10	836	+14	1012	+18
176	0	352	+3	528	+7	704	+11	880	+15	1056	+19
220	0	396	+4	572	+8	748	+12	924	+16	1100	+20

Speeds over 125 miles an hour for people unused to traveling faster than 60 miles a day are unlikely to happen, but you can adapt from here.

## SPEED EQUIVALENTS

Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10
Speed	.88	2.2	4.4	8.8	17.6	26.4	35.2	44	52.8	61.6	70.4	79.2	88



Mph	15	20	25	30	40	50	60	70	75	80	90	100	110
Speed	132	176	220	264	352	440	528	616	660	704	792	880	968

## ACCELERATE

This causes the vehicle to increase its Speed by its Acceleration each turn until its maximum Speed rating is achieved.

## BRAKE

This causes the vehicle to reduce its Speed by its Acceleration each turn until a Speed of 0 is reached. Note that in the turn the vehicle begins to brake, it will still travel the distance of any remaining speed.

## CLIMB

This makes the vehicle move upwards a number of feet equal to its Acceleration in one turn. A vehicle in motion will continue in the last direction (upward) until an action is taken to change that. A normal climb is less than 15 degrees. If they wish to climb faster, they must make a turn.

## CLOSE

This maneuver is to get close enough to another vehicle to collide with it or to get close enough to Crush a mount or person.

## COLLIDE

Collide causes the speed of the vehicle at that turn to be applied as crushing damage to the target on a successful maneuver roll. Failure means the target sustains no damage. IN both cases, however, the vehicle itself sustains half that damage to itself.

A Vehicle which has been collided with gets a reaction and can choose to either move away or collide again.

Damage from colliding vehicles overrides the Damage Threshold on both the attacking and defending vehicles.

## CRUSH

Crushing is striking a mount, person, or critter with the vehicle. Crushing requires a speed of at least 132, and does the speed of the vehicle divided by 10 in damage.

## DIVE

This makes the vehicle move downwards a number of feet equal to its Acceleration in one turn. A vehicle in motion will continue in the last direction (downward) until an action is taken to change that. A normal dive is one that is less than 15 degrees. If they wish to dive faster, they must make a turn.

## FORWARD

This makes the vehicle move forward a number of feet equal to its Acceleration in one turn, unless the vehicle is already in motion. A vehicle in motion will continue in the last direction (forward) until an action is taken to change that.

## HARD BRAKE

A hard brake causes the vehicle to reduce its speed by double its Acceleration until a speed of zero is reached. Note that in the turn the vehicle begins to brake, it will still travel the distance of any remaining speed.

Jostling happens.

## JOSTLING

Passengers, pilots, and crew in Open Vehicles must make a STR (athletics) Check after any collision, braking, or turn of greater than 45 degrees.

The DC of that Check is equal to the Vehicle's Handling+(Maneuver+Speed) in that turn. On Success, nothing will happen.

On Failure, they will be thrown in the direction of a collision on impact (or direction of movement on stop) a number of feet equal to the Speed Mod of the vehicle in that turn and taking that amount of Crushing Damage (falling damage). This can happen even if there is something that would arrest their motion.

Hildegard yanks the wheel in a tight turn while traveling at a speed that turn of 176. Her passengers in the back are jostled about. The Vehicle's Handling is 10. The turn is a 90 degree turn and so adds 3. The vehicle is traveling at 176, which adds 0, for a total DC of 13. Jazzer rolls an adjusted 12, fails his strength check and is flung about the cabin. He ends up on the opposite side of the cabin but takes no damage. Had Hildy been going 264 or more, he would have taken damage.

## LAND

For Vehicles which Fly, this is the maneuver to bring them onto the ground. It can only be initiated when the vehicle is within 1 turn of the ground based on its current speed.

A Flying vehicle is moving at a speed of 580. The Pilot can land the vehicle if it is within 580 feet of the ground.

Landing for flying vehicles takes an number of feet equal to the speed of the vehicle to be able to slow momentum to come to a stop, except for Brooms and Carpets.

## RAM

A Ramming Attack causes the vehicle to directly impact another vehicle. Ramming Attacks multiply the speed of the vehicle in that turn by 2 to determine damage. The Ramming Vehicle suffers one half the damage.

## REVERSE

This makes the vehicle move backwards a number of feet equal to its Acceleration in one turn. A vehicle in motion will continue in the last direction (backward) until an action is taken to change that.

## SPIN

A Spin is possible only for Swimming or Flying vehicles. The Vehicles rotates in space to face the opposite direction. Jostling happens.

## STOP

A stop can only be performed when the vehicle has a speed that turn of 100 or less. The vehicle stops abruptly. Jostling happens.

## STRAFE

Strafing is coming close enough to a target to fire weapons while moving in a direct line.

## SURFACE

For Vehicles which Swim (submersibles), this is an action that takes the vehicle to the surface of the water. This presumes a climb of less than 15 degrees. If they wish to surface faster, they must make a turn.

## TURN

This is the smallest sized circle a vehicle can turn in. A vehicle in motion will continue in the last direction (turning) until an action is taken to change that. Turns very frequently have jostling, because any turn tighter than 23 degrees will jostle occupants.

All vehicles have a Turning Radius. They cannot make a turn more tightly than that turning radius. Vehicles which do this will capsize, braking until they reach a speed of zero, jostling occupants with a -5 penalty to their roll.