The Windhammer Enhanced Combat System

SUPPLEMENT TO THE WINDHAMMER GAMEBOOK

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Windhammer Enhanced Combat System

A Supplement to the Windhammer
Core Gamebook

Also available from the Chronicles of Arborell

At the time of release of this Enhanced Combat System edition the following titles were also available from Arborell.com. Please note that this is not an exhaustive list and more information on each can be found at the Chronicle's download page.

The Windhammer Core Gamebook (PDF and HTML editions)
The Windhammer Enhanced Combat System
Shards of Moonlight Gamebook (PDF and HTML editions)
A Murder of Crows online Gamebook
Torchlight – Quest for the Orncryst
Torchlight Text Editions – Quest for the Orncryst
Well of Shadows Gamebook (PDF and HTML editions)
The Complete Blood and Iron (HTML and PDF editions)
The Chronicles Micro-Gamebooks Series
The Dark Water Omnibus (PDF edition)
Legends of the Deep Guild (PDF edition)
Song of the Dromannion (HTML and PDF editions)
The Inquisitors Lament (PDF edition)
Honour Amongst Thieves (PDF edition)
First Book of Haer'al (PDF and RTF editions)
The Mythology of the Oera'dim (PDF edition)
The Book of Scars (HTML and PDF editions)
The Atlas of Arborell
The Sorrows of Gedhru and Aume
The Hammer and the Darkness
Ghered who found Purpose
Hamulkuk and the Moon Dragons
The Lexicon of Arborell
Warriors of the March

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The Windhammer Enhanced Combat System

A Guide to the Art of Close-quarter Combat
in the Realms of Arborell

Introduction

The Windhammer Core Gamebook, and all the associated gamebooks that can be found within the Chronicles of Arborell interactive series, rely on a standard combat system to reconcile encounters between player characters and a wide range of combatants. This standard system is more than adequate for most players but here can be found an enhanced combat system (ECS) for those who like their combat a bit more realistic, and a lot more intense.

The ECS can be used in place of any encounter found within the Chronicles of Arborell except for combat situations that have been provided with their own specific combat rules. An example of this circumstance is the combat rules provided for fighting the Dragon Windhammer in the Windhammer Core Gamebook. The combat scenarios found in almost all other encounters can be fought using this system instead, whether you are conducting the adventure as a Man of the South or as an Oera'dim.

Using this System

In all the gamebooks that are a part of the Chronicles of Arborell adventure series the process of character creation requires the distribution of a set number of character points to determine character attributes and the selection of a number of character skills and talents. These attributes and skills are the basis of your character and if you wish to use the ECS this character information remains unchanged. Any weapon choices you make, or skill or attribute choices that might increase, or decrease your combat value are mirrored in the rules that follow. The values given to your Combat Value (CV) and your Endurance Points (EP) are the basis also for the Enhanced Combat System and are the foundation upon which the more extensive rules of the ECS can be applied.

It is important to note that in many of the gamebooks that make up

the Chronicles of Arborell there are combat circumstances where magical items, armour or specific environmental scenarios will change the CV of your character for the purposes of that specific combat. It will always be the total Combat Value of your character including these changes that will be applied to the rules of the ECS.

The CV and EP of your opponent given within the text of your adventure also remains as the starting point for any combat using this expanded rule set. What will be found however, is that both CV and EP can change in the course of battle using these rules. Be mindful that here a successful attack against a combatant will not only reduce the endurance points remaining to that character but also the combat value of that opponent as well. This applies to all combatants, yourself included.

To use the Enhanced Combat System you will need:

- the character sheet and combat record provided with the gamebook you are using,
- a pen or pencil,
- 2 six-sided dice,
- a printout of the ECS Reference Sheet provided at the end of this guide.

In most cases the combat record sheet provided with the gamebook you are playing can also be used with the ECS. If you find that you need more room then sheets of blank paper will suffice.

Combat Rounds

The basis of combat within the ECS is the combat round. Each round requires an Attack phase and a Defence phase, dice rolls to determine damage and the recording of the results against the statistics of each combatant. It is important to restate at the beginning that a successful attack requires an unsuccessful defence on the part of your foe. To give damage to your opponent requires that your attack be effective and that your opponent is unsuccessful in defending the blow. Either an ineffective attack or a successful defence will negate your combat round leaving you in the same position as at its commencement. The combat process is described in more detail below.

Combat Process

When using the ECS to determine the outcome of a hostile encounter the following combat process is followed. Combat begins with the collection of all the data necessary to conduct the fight. The combat itself is divided into a number of phases that allow firstly, an aggressor to make an Attack, followed by a Defence by an opponent. Only a successful Attack and an unsuccessful Defence leads to a reduction in endurance points and the ultimate resolution of the combat. Each of the phases, and the rules that apply to them can be found in the following text.

Pre-Combat Preparation

At the start there are a number of factors that must be established prior to commencing a combat. Both your CV and EP and your opponent's should be recorded, the size of your opponent identified and also the terrain that you are fighting on. Combat Value and Endurance Points can be identified from the text, the size of your opponent and the terrain established from the text leading up to the encounter. If for some reason either the size of your opponent or the ground upon which you stand are not identifiable you should use as a default a Medium Scale opponent and Stable terrain. With these facts established you can then look to the first combat round and determining who is the Aggressor. This can be identified by the text that precedes the encounter, however if it cannot be identified then the default Aggressor will be your opponent.

Attack Phase

The Aggressor always starts the combat with the first attack. An Attack begins with a decision on how the combatant will attack and what part of their opponent's body will be the target. For the purposes of the ECS attack manoeuvres are divided into five types: Thrust, Strike, Sweep, Charge and Feint. Each is described below and included in an Attack Difficulty table that determines the difficulty level of the attack as it corresponds to the attacking combatant's Combat Value. How this is used to determine if an attack is effective is outlined as follows.

You will find that two tables must be used to determine if an attack

can been effective. These tables are the Attack Difficulty Table and the Attack Modifier Table. As an example. If you wish to attack your opponent by striking at his head and your CV is 17 then the Attack Difficulty Table shows that for a successful Strike the difficulty value is 1. A look at the Attack Modifier Table shows that for the same CV of 17 a Head attack has a modifier value is 6. Adding these numbers together gives a total difficulty of 7 for the nature of the attack. Roll 2d6. If the number you roll is the same or greater than this value your attack has the capacity to be successful. It will then be up to your opponent to defend against the blow in the defence phase of the combat round.

Attack Manoeuvres

The following provides more detailed rules regarding each of the Attack Manoeuvres available in the ECS.

Thrust – Thrust refers to any stabbing motion that can realistically be applied to the weapon you are currently using. In most cases with will be an effective attack for any bladed weapon such as a sword, scimitar, spear or lance, but can also be used by a combatant using blunt force weapons such as a Jotun's warhammer. In this case the damage is done not by the stab but by the crush injury that would be inflicted upon the impacted body part. A Thrust attack is not limited by terrain and is available to any combatant who holds a weapon where this action could reasonably be expected to cause harm.

Strike – To Strike at an opponent is to bring the cutting edge of a bladed weapon, or the flat edge of a blunt force weapon into contact with an opponent's body. Strikes are allowed for any weapon that you believe could cause damage when swung with deadly force. This includes most bladed and blunt force weapons and includes axes, warhammers, pikes and cudgels. A Strike attack is also not limited by Terrain and is available to any combatant who holds a weapon that can reasonably be expected to cause harm.

Sweep – A Sweep attack is a specific assault designed to take out the legs of an attacker, forcing them to the ground and leaving them vulnerable to a secondary and more deadly blow. It can only be attempted against the legs of a foe and only if that foe is the same scale or smaller than yourself. If you decide to attempt this type of attack and are successful then your opponent must be successful in their defence. If they fail to defend from the attack they will be brought to their knees and take an automatic damage of 1d6 points. As they are vulnerable you can then look to the Damage table and roll a further 1d6 to determine the full measure of their failure. Please note that this Attack can only be used once in any single combat situation.

Charge – A Charge attack is attempted for the same purpose as a Sweep; to bring an opponent to the ground so that they might then be dealt a lethal blow. A Charge attack must be attempted against the Torso of an opponent but only where it can be reasonably expected that a full body impact will bring a foe down. Charge attacks cannot be attempted against a combatant with more than four legs or who would be considered Large or Epic scale foes. One other point to note is that the smaller the CV of the character you play the harder it is to successfully complete this type of attack. If you are successful in such an attack the same rule applies as for a Sweep. Roll 1d6 immediately for damage and then a further 1d6 plus the damage value for a Charge attack against a Torso on the Damage Table. As with the Sweep attack a Charge may only be used once in any single combat situation.

Feint – A Feint attack is in effect no attack at all. A skilled fighter will use such an attack manoeuvre to trick an opponent into striking out in such a manner as to leave themselves open to an even more deadly blow. For the purposes of the ECS a successful Feint attack leaves an opponent open to a further blow upon a particularly vulnerable part of their body. If an opponent fails in their defence then 2d6 worth of damage plus the Damage value for a successful Feint attack from the Damage Table can be deducted from your opponent's EP. Feint attacks can be focused on any part of your opponent's body and are available for any weapon held in that combat. The most important restriction to this Attack manoeuvre is that once it is used in a combat round it cannot be used in the following combat round. Any further Feint attacks must wait until after the completion of the next round.
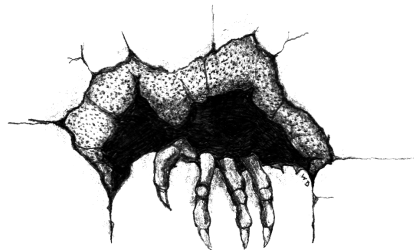
Defining Head, Torso and Limb

Determining the body parts of any humanoid creature is relatively straightforward. It is a truth of Arborell however, that the opponents you will face come in many shapes and forms, some changing even as you combat them. For the purposes of the ECS the three definitions of Head, Torso and Limbs can be further expanded to cover a range of additional body appendages and forms other than that found in Humanoid combatants. A description of how each of these definitions can be expanded is provided here. If you find yourself facing an opponent who may not fit any of the following then it is within the rules to make the determination for yourself and attack your foe as you see fit.

Head – The head of an opponent is defined as any part of an opponent's body that holds the brain of that creature. This includes the area beneath a carapace or any part of an exoskeleton that could reasonably be expected to be the seat of that creature's thinking and control processes. Creatures where there may be no clearly defined head includes Reavers, Arachnari and some forms of insectoid lifeforms.

Torso – The Torso of a lifeform can include the Thorax and Abdomen of any insectoid lifeform and the supporting trunk of any gelatinous or shape-shifting opponent.

Limbs – Limbs include any supporting structure that provides mobility to an opponent or serves as a grasping or flailing appendage. This includes tentacles, prehensile tails, trunks and elongated tongues. Please note that a Sweep attack can only be used if the limbs are supporting appendages that would cause a foe to fall if damaged or forced over.

Attack Tables

Attack Difficulty Table   Combat Value (CV)

Opp Roll	Attack Type	<10	10 –12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-3)	Sweep	3	2	1	1	1	1	1
(4-6)	Strike	2	2	2	1	1	0	0
(7-8)	Thrust	3	3	2	1	1	1	0
(9-10)	Feint	4	3	3	3	2	2	1
(11-12)	Charge	3	3	2	2	2	1	0

Attack Modifier Table   Combat Value (CV)

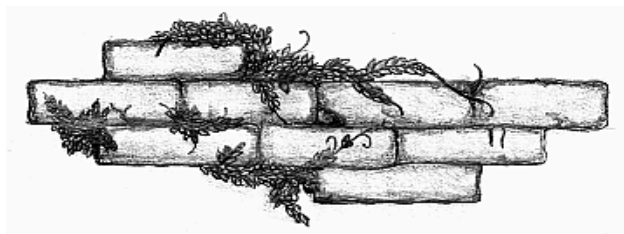| Opp Roll	Target	<10	10 –12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-4)	Head	8	8	7	7	6	6	6
(5-8)	Torso	6	6	5	5	4	4	4
(9-12)	Limbs	5	5	4	4	3	3	3

Defence Phase

To defend against an attack requires the use of two tables, the Defence Difficulty table and the Defence Modifier table, and a decision on the type of defensive manoeuvre you wish to use. Defence manoeuvres include; Block, Deflect, Sidestep and Jump. These defence types are described in greater detail further in this guide but each allows the combatant to roll two dice in defence of an attack. Each defence type does have strengths and weaknesses against different attack types and generates a defence value that applies to that defence. The Defence Modifier table gives a value that is used in conjunction with the Defence Difficulty table to determine a Defence Value against the blow.

To illustrate this we can look at our previous example. A strike at the head of an opponent requires an attack difficulty of 7. To defend against this your opponent must decide what Defence manoeuvre they will employ, determine the Defence Difficulty of their attempt and add it to a Defence Modifier value. In this case the opposing combatant (who has a CV of 16) decides to try and Block the blow. The Defence Difficulty against a Strike to the Head is 6, the Defence Modifier for

trying to Block the blow with a CV of 16 being 2. 6 + 2 gives the Defence Value for the attempt of 8.

Roll 2d6 and if the number rolled in the same or greater than the Defence Value the defence has been successful. In this case the attack has failed and a new combat round begins. If however, the Defence roll proves unsuccessful then it is necessary to determine the damage caused by the blow. This is done using the Damage Table provided.

Defence Manoeuvres

Block – A Block is defined as any action on the part of a combatant that completely halts any Thrust, Strike, Sweep or Charge. This can be with the use of a weapon or by brute strength alone as might be attempted against a Charge attack. A successful Block defence will negate any Attack manoeuvre.

Deflect – For the purposes of the ECS a Deflect defence is defined as any use of a weapon that forces aside a Thrust, Strike or Sweep manoeuvre. A successful Deflect defence can turn aside any of these attack manoeuvres but cannot be used against a Charge attack.

Sidestep – A Sidestep is any movement that allows a combatant to dodge or move beyond the range of a blow or charge attack. Sidestep can be used against any Attack manoeuvre except a Feint but it cannot be used on Restricted Ground due to the movement restrictions inherent to those environments.

Jump – A Jump defence is defined as any movement backwards away from an opponent. This defence is used most effectively against Thrust, Strike and Feint attacks but cannot be used to counter a Charge attack.

Defence Tables

Defence Difficulty Table

	Thrust	Strike	Sweep	Charge	Feint
Head	6	6	0	0	5
Torso	5	4	0	6	5
Limbs	4	3	6	0	5

Defence Modifier Table   Combat Value (CV)

Opp Roll	Defence Type	<10	10 – 12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-3)	Sidestep	2	2	2	1	0	0	0
(4-6)	Deflect	2	2	2	1	0	0	0
(7-9)	Block	3	2	2	2	1	1	0
(10-12)	Jump	2	2	1	1	0	0	0

Determining Damage

Damage caused within a successful combat round is determined using the Damage Table and with the rolls of a single six-sided die. Look to the table and find the value that corresponds to the attack made and the target of that attack. In the case of our ongoing example a strike at the head of our opponent has been successful. Using the Damage table we can see a value of 4. Roll one six-sided die and add that number to the 4. This is the damage caused by the blow which must then be recorded against your opponent's endurance points. When using the ECS there is also a reduction to Combat Value that must also be applied. Each round within a combat that is lost requires a 1 point reduction in CV as well. This provides for the inevitable reduction in fighting effectiveness that comes from injury and fatigue and therefore makes the winning of any further combat round all the more difficult.

Damage Table

	Thrust	Strike	Sweep	Charge	Feint
Head	5	4	0	0	3
Torso	4	2	0	5	2
Limbs	2	3	2	0	1

Opponent Turns

It is the nature of gamebook roleplaying that they are solitaire adventures. You travel the world in which they are set alone and must, in general, complete all combats as a solo player. To conduct your opponent's attack and defence turns you must look to additional information that is provided on the Attack Difficulty table, the Attack Modifier table and the Defence Modifier table. You will notice that each of these tables has a series of number ranges printed at their first left side (Opp Roll) column. When your opponent in the combat must either attack or defend throw 2d6. The number you have thrown can then be matched to one of these number ranges.

There is one specific rule that must be noted regarding how you conduct your opponent's turn. The rules for the ECS require that a player be mindful of what defence manoeuvres can be employed to counter an aggressor's attack. If you throw a number during your opponent's turn to determine what defence they will employ, and it is not allowed by the rules, i.e. you roll a Deflect manoeuvre to counter a Charge, then the actions of the opponent are classed as an automatic fail. The opponent has made a tactical error and their Defence phase is unsuccessful. Damage is then calculated as normal.

Following on from this rule, it can also be stated that if a Sweep or Charge attack is rolled for a second time within any ongoing combat then that roll should automatically be changed to a Strike attack. The rule regarding both Sweep and Charge attacks applies to both combatants and in rolling for your opponent's turn any duplication of these attacks should be ignored, the Attack manoeuvre changed instead to a standard Strike.

Combat progresses for your opponent in the following manner. As an example you have been attacked by a Hresh warrior with a Combat Value of 14 and an Endurance of 16. The Hresh is the Aggressor so it must have the first Attack. Throw 2d6. You roll a total of six. Looking at the Attack Difficulty table it can be seen that the number fits into the Opp Roll range 4–6, which determines that the Hresh will attempt a Strike attack. With a CV of 14 the table shows that the Attack Difficulty for this strike will be 2. Rolling two further dice and using the same process on the Attack Modifier table it can be determined what part of your body the Hresh is aiming for. If say, an eight is rolled this determines the Hresh is aiming for your Torso. With the Hresh's CV the Attack Modifier of this attack is 5. Adding 2 and 5 leaves a

difficulty value of 7 for the attack. Roll 2d6 and if the number rolled is equal to or exceeds this value the attack is effective. It will then be up to yourself to defend against this attack using the rules for defence already stated. If you are subsequently unsuccessful in your defence, the roll of a single dice and the use of the Damage table will determine how many endurance points you have lost.

To properly conduct your opponent's defence a similar process applies. If we assume that you have previously attacked the Hresh with a Strike to its Torso and have been successful in the attack it will then be up to the Hresh to successfully defend the blow. Roll 2d6 and using the number rolled against the Defence Modifier table determine the defence that will be used. If you roll a total of 9 as an example your opponent will defend using a Block manoeuvre. For the Hresh with a CV of 14 this leaves a Defence Modifier value of 2. Using the Defence Difficulty table it can be determined that the Defence Difficulty value of 4 applies to the Strike attack against the Hresh's Torso. This leaves a Defence Value of 4 + 2 = 6, which the Hresh must equal or exceed to defend the blow.

Roll 2d6 and see how your opponent does. If the roll is equal to or greater than this value the defence has been successful and no reduction in CV or EP can be applied.   It will then be to the commencement of the next combat round that you must look to bring the warrior down.

Damage for an unsuccessful defence however, will leave your opponent the worse for it. Look to the Damage table and determine the damage value for the attack. A successful Strike to the Torso of the Hresh provides for a damage of 3 points. Roll one six-sided die and add the number rolled to the damage value of 2. This will be the amount of the reduction to your opponent's EP. Take 1 point from their CV as well to account for the effects of the injury as it relates to their general fighting effectiveness.

Critical Hits

As with the standard combat system provision has been made within the ECS for a process regarding Critical Hits that can immediately end a combat in a combatant's favour. For the ECS the process is more targeted, requiring that a Critical Hit only be attained when attacking the Head of an opponent. Throwing a double six in the Attack phase of a combat round achieves a Critical Hit and the instant demise of the

combatant being fought. This rule is restricted however, to combatants of Large Scale or smaller and applies only to opponents you are fighting. Epic Scale opponents cannot be disposed of in this manner and you cannot fall victim to it yourself.

Creature Scale Modifiers

Creature Scale modifiers are important when determining the Attack Modifier value of an attack. The larger the creature fought, the higher the Scale Modifier that might apply. The following information details how each of the four scale sizes work.

Small Scale – A Small creature is defined for the purposes of the ECS as any creature or foe smaller in size than a Human. There is no modifying value when in combat with a small scale creature, their CV already reflecting their combat effectiveness. It will be noted that most small scale creatures are rarely alone, being encountered either in groups or in conjunction with other more substantial combatants. Look to the text preceding the combat for any information that might modify the nature of the combat to be resolved.

Medium Scale – Medium scale creatures are defined as any living creature from the size of a Human Being to the size of a horse or Yunta Beast. This includes creatures of the size of Hresh, Jotun, Voor'cats, Kreel, War Dogs, Arachnari and most other living creatures that can be encountered in the realms of Arborell. No modifying value applies as the creature's combat value already reflects the combat effectiveness of these foes.

Large Scale – Large scale opponents are those of enormous size, larger than a Yunta Beast but smaller than Dragons, and which are mostly ambush predators such as Watchers, Sand Lurkers and Trippet-Leeches. This size scale also includes magical constructs such as Sentinels and Temple Guardians. Because of their size they have a +1 modifier that must be included in any calculation regarding Attack effectiveness. To combat a creature of this size will require the adding of an Attack Difficulty value, an Attack Modifier value and the Large Scale modifier of +1. Within this category tentacles are classed as limbs, bulbous abdomens as Torso and any form of hard carapace as a candidate for a Head attack.

Epic Scale – Epic scale creatures are any that reflect the size of Dragons or above. This category can include Dragons, Druhl, Droge Beasts, Colossi and the Gaelwch. The Epic Scale Modifier for a combat with such a monster is +3 and must be added to any calculation for Attack effectiveness. One special rule that applies with creatures of this size is that they cannot be effectively defended against with any normal defensive manoeuvre. It is only luck that can stop such a creature from bringing damage to your character and therefore a luck test must suffice in your defence phase. If you are lucky you will survive long enough to continue with your attack and perhaps bring it down.

One further, and important rule regarding Scale applies to Damage calculations. If you are fighting a Large or Epic Scale opponent and you lose a combat round, the amount of damage calculated must include a further reduction of +1 for Large and +3 for Epic scale creatures. This further reduction only applies to damage taken by yourself and not to the creatures themselves.

Scale Table

Small	0
Medium	0
Large	+1
Epic	+3

Terrain Modifiers

Terrain Modifiers adjust the difficulty of an attack or defence depending on the nature of the terrain upon which you are fighting. Some terrain types make certain attacks less likely to succeed and this is mirrored in the rules of the ECS. What type of terrain you are fighting on is usually described in the text of your gamebook adventure and it is up to yourself to decide what terrain type applies from that information. If you are unsure as to the type of Terrain Modifier that should be applied to a combat the default will be Stable Ground.

A Terrain Modifier should be added to your overall Attack Difficulty and Defence Modifier values when determining your overall Attack or Defence Value. This will increase the difficulty of any combat on unstable ground for both yourself and your opponent.

Stable Ground – This is the most common terrain type that will be encountered in your adventures through the Chronicles of Arborell. No Terrain Modifier value applies to this terrain type and therefore has no effect on the outcome of a combat.

Unstable Ground – Unstable Ground requires a Terrain Modifier of +1 to any combat that is conducted on flat but shifting ground. Examples of Unstable Ground include shifting sands, shaking stone, rotating floors, the environment produced by earthquakes or volcanic eruptions, and Arachnari nests. This modifier also applies if you are fighting within any body of standing or moving water.

Sloping Ground – Any combat fought on sloping ground restricts the effectiveness of a number of Attack and Defence manoeuvres. On Sloping Ground combatants cannot use either a Sweep or Charge attack, and must add a +1 to their Defence Modifier if attempting to counter an attack with a Sidestep or Jump manoeuvre.

Restricted Ground – Restricted Ground is defined for the purposes of the ECS as any area that restricts reasonable movement. This will include tunnels, narrow passageways, narrow bridges, river causeways, narrow stairways, cliff edges or stepping stones that cross a river. When required to fight on Restricted Ground a +1 Terrain Modifier applies to all Attack and Defence manoeuvres to account for the additional difficulty inherent in such actions where space is limited. It should also be noted that the Side–step manoeuvre cannot be used when fighting on Restricted Ground.

Terrain Table

Stable	0
Unstable	+1
Sloping	+1
Restricted	+1

Reduction in CV and EP

When a combat round is complete the loser must take a reduction in EP commensurate with the Damage taken from the successful blow. Unlike the standard rules for combat the ECS requires both reduction in CV and EP. For every round lost a combatant must also take a reduction in Combat Value of 1 point and whatever damage that has been determined from dice rolls and the Damage Table from their Endurance Points. Whereas the reduction in EP will remain until increased again by eating food or for some other reason allowed in the rules, CV will return to normal levels when the combat has been resolved. If you start a combat with a CV of 18 it will return to that same value at its end if you survive the fight.

Note on Combat with Spectral Creatures

There will be many occasions in the course of your adventures in Arborell where you will be confronted by Spectral Creatures. In the main these creatures follow the same rules as the living when it comes to combat and the ECS will allow for the resolution of such an encounter. There are a few Spectral Creatures however, that do have their own rules that are outlined in the text of the adventure. If this is the case then those rules apply for the duration of that combat and will normally follow a modified variant of the standard rules.

Ranged Weapons

Ranged weapons do have their part in the Chronicles of Arborell but as yet are not featured in combat as it applies to this gamebook series. When there comes a time that ranged weapons are used to resolve a hostile encounter a further guide on Ranged Weapon Combat will be produced.

Multiple Combats

There are many situations in the Chronicles of Arborell where you become involved in combat with more than one opponent. Usually the text of your adventure will provide a combat scenario where only a few of those combatant's will focus upon you specifically. These creatures will be provided with both CV and EP values and using these the combat can be fought with each opponent in turn. There are a few circumstances however, where a group attacks you as a single force, a CV and EP provided that mirrors the combined combat strength of the creatures involved. This type of combat is most commonly found with bands of Morg who can number up to thirty. In this circumstance the ECS can be used, although to reflect the larger CV and EP values the group as a whole should be fought as if they are a Large Scale opponent. Any additional help provided in this combat scenario that provides a short-term increase in CV, as happens in the Windhammer Core gamebook when your character is attacked by Morg at the Ring of Stones, should be factored into the Combat Value you use to calculate your Attack and Defence values.

Ending a Combat

Combat ends when one combatant's EP falls to zero. At that time the combatant has died and the conflict has been resolved. Any rules that might alter this situation such as choosing the Skin of Your Teeth talent or specific combat rules given in the gamebooks that limit combat rounds to a set number, must be adhered to in the Enhanced Combat System as closely as they are in the Standard Rules.

Notes

ECS REFERENCE SHEET

Attack Difficulty Table   Combat Value (CV)

Opp Roll	Attack Type	<10	10 –12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-3)	Sweep	3	2	1	1	1	1	1
(4-6)	Strike	2	2	2	1	1	0	0
(7-8)	Thrust	3	3	2	1	1	1	0
(9-10)	Feint	4	3	3	3	2	2	1
(11-12)	Charge	3	3	2	2	2	1	0

Attack Modifier Table   Combat Value (CV)

Opp Roll	Target	<10	10 –12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-4)	Head	8	8	7	7	6	6	6
(5-8)	Torso	6	6	5	5	4	4	4
(9-12)	Limbs	5	5	4	4	3	3	3

Defence Difficulty Table

	Thrust	Strike	Sweep	Charge	Feint
Head	6	6	0	0	5
Torso	5	4	0	6	5
Limbs	4	3	6	0	5

Defence Modifier Table   Combat Value (CV)

Opp Roll	Defence Type	<10	10 – 12	13 – 14	15 – 16	17 – 18	19 – 20	>20
(1-3)	Sidestep	2	2	2	1	0	0	0
(4-6)	Deflect	2	2	2	1	0	0	0
(7-9)	Block	3	2	2	2	1	1	0
(10-12)	Jump	2	2	1	1	0	0	0

Damage Table

	Thrust	Strike	Sweep	Charge	Feint
Head	5	4	0	0	3
Torso	4	2	0	5	2
Limbs	2	3	2	0	1

Windhammer Enhanced Combat System

The WECS is a new rule set for the resolution of hostile encounters found within the Chronicles of Arborell gamebook series. This new rule set stands as an alternative to the standard system available within all the screen, paper, and card-based gamebooks of this series, and provides a new level of involvement for adventurers who like their combat up close and personal.

This system allows for the development of unique offensive and defensive tactics, providing additional rules for critical hits, attack and defense manoeuvres and the application of terrain and scale modifiers. As is the case with the standard system the enhanced combat rules require only dice, a pen and the information regarding Combat Value and Endurance for each combatant. With these basic tools in hand a player may out-think and out-play even the most powerful of opponents. May Glory and Renown follow all who are victorious.