

# RuneQuest Rules 2024

## Combat

### Advantage/Disadvantage Dice

Any positive or negative above/below 10% becomes a

Positive or negative modifier	
10%	Stays as plus /minus 10%
11-25%	One Dice
25-50%	Two Dice
51-75%	Three Dice
76-100%	Four Dice

#### Example Combat Modifiers

Uphill/mounted	+10%
Helpless opponent	Plus Three Dice
Enemy unaware	Plus Two Dice
Enemy prone	Plus One Dice
Flank Attack	Plus One Dice
Fighting in the Near Dark	Minus One Dice
Pitch Dark/Blind	Minus Three Dice
Runic Inspiration	Plus One Dice

## Who Hits First?

### Initiative

To determine initiative each round roll 1D10 and add DEX. Combatants act in initiative order except where there is a reach difference on the first round.

## Reach

Reach is only used on the first round of combat. Opponents with equal reach use Strike Rank to determine initiative.

When a combatant with a higher strike rank but lower reach makes first contact, the reach attack acts like an interrupt, coming in one initiative lower.

Combatant	REACH SCORE
Unarmed/knife-armed human Creature below size 10	1
Armed combatant between standard humans Creature SIZ 10-21	2
Long spear /pike armed humanoid Creature SIZ 21 -36	3
Creature SIZ 37 -72	4
Creature SIZ 73+	5

## Actions

All combatants can move up to their Movement unless engaged. A combination of two actions per round, but cannot take the same action twice:

- Missile/Melee Attack
- Parry
- Dodge
- Reload or Ready weapon
- Cast Spell

### Full round actions

- Disengage (& parry). Move 2 metres back
- Aimed attack (& parry). Add +10 to initiative. Attack at disadvantage. No move
- Attack with two weapons (no parry). One weapon attack at disadvantage. No move
- Full defense. Move 2 metres back
- Full move. Move three times your Movement

# Special Hit Effect

Choose one of the following outcomes:

## 1) Special Damage - see table

Attack Type	Special Damage
<b>Impale</b>	+1D8+ Impale (Page 203) Impaling attacks do not damage parrying shields/weapons
<b>Slash</b>	Either +1D6 & knockback  or  Bleed & knockback. If any damage is caused the defender starts to bleed at 1hp/round.
<b>Crush</b>	+1D4 & Knockback. Only count half armour points of parrying shields/weapons.  Attacking weapons cause Special Damage to parrying shields/weapons (which also count as their armour being halved as above)
<b>Knockback</b>	The defender is knocked 2 metres back and rolls DEX x5 or falls over. This attack only works vs foes up to twice the size of the attacker)

## 2) Extra Knockback

Repeats the process as listed in the table above

## 3) Choose Location

The attacker chooses the hit location that is damaged

# Special Parry Effect

Choose one of the following outcomes:

## 1) Damage Attacker's Weapon

Excess damage to weapon/shield.

*Not applicable choice for weapons capable only of impaling (e.g. spears) or shields.*

## 2) Wrong Foot

Opponent attacks loses 10 ranks on the next initiative round

# Dodge vs Attack

Each grade of success of a dodge reduces an attack grade by one e.g. a special attack vs a normal dodge = normal attack result; a special dodge vs a critical attack = normal attack result

# Damage to weapons

- **Normal Damage:** weapon takes one hit point if damaged by more than its current hit points
- **Special damage:** weapon's hit points reduced by any damage over its current hit points.
- **Critical damage:** weapon's hit points reduced by the damage caused.

# Critical Attack Effect

And Choose two of the following outcomes:

## 1) Critical Damage

Weapon does maximum damage, including maximum special damage e.g. an extra 8 for impaling weapons, 6 for slashing weapons and 4 for crushing weapons.

## 2) No Armour

None of the defender's worn/natural armour is counted for absorbing damage

## 3) Choose Location

The attacker chooses the hit location that is damaged

## 4) Extra Knockback

The defender is knocked 2 metres back and rolls DEX x5 or falls over. **The defender includes a disadvantage dice.**

## 5) Choose some other outcome

Such as disarm, stunning damage, destroy weapon etc.

# Critical Defence Effect

All damage is nullified

And Choose one of the following outcomes:

## 1) Smash Weapon

Special or Critical damage is taken directly to weapon/shield - it's Armor still counts. *Not applicable choice for weapons capable only of impaling (e.g. spears) or shields.*

## 2) Parry and Riposte

Defender gains an automatic extra attack 1 initiative round after the opponent. It can be parried.

## 3) Wrong Foot

Opponent attacks loses 10 ranks on the initiative chart

## 4) Choose some other outcome

Such as disarm, stunning damage, destroy weapon etc.

# **PRAXIAN Leadership**

Boons can be used as advantage dice (1 boon chit) or as as Re-rolls (2 boon chits).

At the start of a session the number of boons = the number of players+2

The Boon Box is under the nominal control of the Warband leader. Other players must ask the leader if they can use the chits in the boon box.

If he says no then they can REBEL. The party becomes leaderless - Anyone can choose a chit at any time but they all cost +1 chit

If a successful leader keeps their position throughout the adventure then:

- CHA gain roll
- +1d6 in either Fast Talk, Intimidate or Orate

	<b>Critical Parry</b>	<b>Special Parry</b>	<b>Normal Parry</b>	<b>Failed Parry</b>
<b>Critical Attack</b>	<b>Parry</b> Normal Damage vs defender's shield/weapon.	<b>Parried but....</b> Choose One: <ul style="list-style-type: none"> <li>• Special Damage</li> <li>• Extra Knockback</li> <li>• Choose Location</li> <li>• No Armour</li> </ul>	<b>Parried and....</b> Choose Two <ul style="list-style-type: none"> <li>• Critical Damage</li> <li>• Extra Knockback</li> <li>• Choose Location</li> <li>• No Armour</li> </ul>	<b>Hit and...</b> Choose Two <ul style="list-style-type: none"> <li>• Critical Damage</li> <li>• Extra Knockback</li> <li>• Choose Location</li> <li>• No Armour</li> </ul>
<b>Special Attack</b>	<b>All damaged deflected</b> Choose One: <ul style="list-style-type: none"> <li>• Wrong foot</li> <li>• Special Damage vs Attacker's Weapon</li> </ul>	<b>Parry</b> Normal Damage vs defender's shield/weapon.	<b>Parried but....</b> Choose One: <ul style="list-style-type: none"> <li>• Special Damage</li> <li>• Extra Knockback</li> <li>• Choose Location</li> </ul>	<b>Hit and...</b> Choose One: <ul style="list-style-type: none"> <li>• Special Damage</li> <li>• Extra Knockback</li> <li>• Choose Location</li> </ul>
<b>Normal Attack</b>	<b>All Damage Deflected</b> Choose one: <ul style="list-style-type: none"> <li>• Wrong Foot</li> <li>• Parry and Riposte</li> <li>• Critical Damage vs Attacker's Weapon</li> </ul>	<b>All damaged deflected</b> Choose One: <ul style="list-style-type: none"> <li>• Wrong foot</li> <li>• Normal Damage vs Attacker's Weapon</li> </ul>	<b>Parry</b> Normal Damage vs defender's shield/weapon.	<b>Hit</b> Rolled Damage to foe
<b>Failed Attack</b>	<b>All Damage Deflected</b> Choose two: <ul style="list-style-type: none"> <li>• Wrong Foot</li> <li>• Parry and Riposte</li> <li>• Critical Damage vs Attacker's Weapon</li> </ul>	<b>All Damage Deflected</b> Choose one: <ul style="list-style-type: none"> <li>• Wrong Foot</li> <li>• Parry and Riposte</li> <li>• Special Damage vs Attacker's Weapon</li> </ul>	<b>Attacker misses and...</b> Normal Damage vs Attacker's Weapon	<b>Nothing Happens</b>