

# GyrFudge Combat

## Sample Wound Factors

Add all applicable Offensive Factors to determine the Offensive Damage Factor; add all applicable Defensive Factors to determine the Defensive Damage Factor.

### Offensive Factors: *ATTACK!!*

**Character Strength:** (For muscle powered weapons only)  
StrengthTrait Modifier (+3 for Superb, -1 for Mediocre, etc)

**Attacker's Scale:** (see Scale Chart below to determine scale)  
-2 for Imp, +0 for manling, +2 RedBone, +3 for Ogra

**Weapon Bonuses:**  
-1 for no weapon, not using a Martial Art Skill  
+0 for Martial Art Skill, or for Poor Quality Weapons  
+1 for Fair Quality Weapons  
+2 for Great Quality (Magic) Weapons  
+3 for Epic Quality (Magic) Weapons

**Strength + Scale + Weapon = Offensive Factor**

### Defensive Factors: *SHIELDS UP!!*

**Armor:**  
+0 For no armor  
+1 For Poor Quality armor  
+2 For Fair Quality Armor  
+3 For Great Quality (Magic) Armor  
+4 For Legendary Quality (Magic) Armor  
+5 For Epic Quality (Magic) Armor

**Defender's Scale:** (see Scale Chart to determine scale)  
-2 for Imp, +0 for manling, +2 RedBone, +3 for Ogra

**Defender's Gifts:** (MAX 1 defensive gift per PC)  
Tough Hide (+1)  
Iron Jaw (+1)  
Tough (+1)

**Armor + Scale + Gifts = Defensive Factor**

### Tactic Modifiers: *MIX IT UP!!*

These are optional tactics that can be shuffled every combat round.

+2 to Offense, -2 to Defense  
+1 to Offense, -1 to Defense  
▶ Normal Offense & Defense ◀  
-1 to Offense, +1 to Defense  
-2 to Offense, +2 to Defense

## The Combat Round

### Players State action

Go around table, in an orderly fashion.  
1 action per character per round.

### Combat Begins

Working around the table player by player, the battle is simultaneous.

### Attacker

Roll dice, add result to **Offensive Factor**.

### Defender

Roll dice add result to **Defensive Factor**.

### Compare

Subtract **Offensive Factor** from **Defensive Factor**; If **Offensive Factor** is greater than **Defensive Factor**, resulting number is damage.

### Record

Record damage taken, fatigue points, luck points, Fey points, arrows used.

## Scale Chart

Scale	Mass	Example
-6	13 lb	Large Cat/Bottle Imp
-5	20 lb	Fox
-4	30 lb	Badger
-3	45 lb	Coyote
-2	68 lb	Med Dog
-1	100 lb	Cheetah
▶ 0	150 lb	Manling ◀
+1	225 lb	Drann
+2	333 lb	Black Bear
+3	500 lb	Ogra
+4	750 lb	Grizzly Bear
+5	1125 lb	Alligator/ Ahnkri
+6	1687 lb	Bison
+7	1.5 tn	Great wht Shark
+8	2 tn	Killer Whale
+9	3 tn	Narwhul Leviathan

## The Trait Levels:

-4 Abysmal | -3 Terrible | -2 Poor | -1 Mediocre | +0 Fair | +1 Good | +2 Great | +3 Superb | +4 Legendary | +5 Epic