

MELEE

Offensive

- Swing (B,E)**
Thrust (P)
Overhead (B,E) -20 attack, +3 injury.
Lunge (P) -20 attack, +3 injury.
Double attack 2 attacks with 2 weapons. NO defence!
Disarm Change D6 for disarm skill roll.
 If successful, opponent rolls 3D6 vs
 AGL or drops weapon +TA.
 1D6 injury = +0 to AGL roll
 2D6 = +2, 3D6 = +4, 4D6 = +6
- Aim legs* -10 attack, can be combined w. above.
Aim arms -15 attack, can be combined w. above.
Aim head -20 attack, can be combined w. above.

MISSILE

Offensive

- Shoot/Throw**
Weave & Throw
Draw & Throw No penalty. Only "A" weapons.
Load & Shoot Weapon loading penalty applies.
Prolonged Aiming 1-3 rounds. +AIMx1-2,5 to attack
- Aim legs* -10 attack, can be combined w. above
Aim arms -15 attack, can be combined w. above
Aim head -20 attack, can be combined w. above

UNARMED

Offensive

- Strike** Fist, kick, knee, elbow or head butt.
Double attack 1 unarmed + 1 weapon. NO defence!
Combo attack 1 unarmed + 1 weapon. Divide lowest
 skill. Grapple cannot be chosen.
- Aim legs* -20 (0 if kick). Combined w. above.
Aim arms -10 (-20 if kick) Combined with above.
Aim head 0 (-40 if kick) Combined w. above.
- Knockback** As melee, but no injury. Instead STR +
 injury bonus v STR + Size or stumble.
- Trip** As melee, but no injury. Instead AGL.
 v AGI or stumble.
- Grapple & Throw** If successful STR or AGI v STR or
 AGL or stumble. (Attacker chooses!)*
- Grapple & Strike** If successful an attack can be made. Only
 "A" weapons. Can aim. Only ½ dodge
 for opponent allowed.*
- Grapple & Pin** If successful STR+2 + injury bonus v
 STR+ injury bonus to break free.*
- Grapple & Disarm** AGI or STR v AGI or fumble.
 (Attacker chooses!)*
- Grapple & Squeeze** Special. Suffocation or injury.*

* Only ½ skill if only one arm is used when grappling

MELEE, MISSILE & UNARMED

Defensive

- Dodge** ½ skill when >CONx4 IP taken or 15+
 IP to a leg hit location. ½ skill when
 unaware but moving.
 Can be used against multiple attacks.
- Weapon Block** ½ skill when >CONx4 IP taken. Cannot
 block shot missile attacks, ½ skill v
 thrown. Only v 1 attack.
- Shield Block** ½ skill when >CONx4 IP taken. Only ½
 skill v shot missile attacks, full skill v
 thrown missile. Only v 1 attack.
- Arm/leg Block** Mostly v unarmed. Risk for injury.
 Only v 1 attack.
- Grapple** ½ skill when >CONx4 IP taken
 Only v 1 attack.
- Counterstrike** ½ skill when >CONx4 IP taken.
 Only v 1 attack.
- Unweave/Interfere** Can be used against multiple attacks.

COMBAT ORDER

- Determine initiative
- 1 Choose attack and roll
- 2 Choose defence and roll
- 3 Roll hit location
- 4 Roll for injury
- 5 Roll Shock, Fumble, Stumble etc

WEAPON SIZE MODIFIERS

A Weapons = Very short, such as: knives,
 thikes, unarmed striking, blackjacks etc.

B Weapons = Most weapons, including
 longknife, spear and battlesword.

C Weapons = Very long, such as: pikes, lances,
 halberds, glaives.

D	A	A	B	C
A	-	+10	+20	
B	-	-	+10	
C	-	-	-	

- ☠ Dare to change weapon properties. Vary between Blunt, Edge and Point.
 - Blunt to the head gives more Shock (unconscious) rolls.
 - Blunt delivers more Injury Points at weak hits than Edge and Point.
 - Point causes more death rolls.
 - Edge causes more bleeding and amputate rolls.
- ☠ Aiming causes different effects
 - Legs = more stumble
 - Head = more knockouts
 - Arms = more fumbles
- ☠ Combo attacks are good. With good Unarmed skills target can be knocked back, tripped, kicked etc.
- ☠ Choose effective attacks (overhead, aimed attacks, double attacks etc) against injured or poor opponents.
- ☠ Counterstrike against weak or poor opponents – or simply for Fun & Excitement.
- ☠ Long weapons (C) are good against short weapons (A). Long weapons are however useless in close quarters.
- ☠ With short “A” weapons, use unarmed grapple & strike for efficiency.
- ☠ Look for cover. Cover forces opponent to aim for uncovered hit locations.
- ☠ Look for special bonuses (partial cover, right hand obstacles, sand in eyes etc)

Remember:

- ☠ 15+ IP to a arm or leg hit location renders a limb useless.
- ☠ 15+ IP to head or body results in Knockback roll.
- ☠ Failed Knockback, Shock, Fumble or Stumble rolls gives attacker Tactical Advantage (free action).

☺ Higher Ground	+15
☺ Opponent Prone	+20
☺ Behind Opponent	+20
☺ Longer weapon	See chart
☺ Attacking from steed	+20
☺ Prolonged aiming	See chart below

☹ Attacked from behind	SPOT or ½ dodge.
☹ Lying down	½ attack or forced leg aim. ½ dodge.
☹ Multiple Foes	-10 per attacker after first.
☹ Limb useless	If 15+ IP to one hit location. Can't use it.
☹ Opponent covered	Can only attack certain hit areas
☹ Injured	½ IP = attack penalty 1/10 IP = stat penalty CONx4 IP = ½ defence roll
☹ Similar weapons	-20 to use
☹ Weapon in off hand	-40 to use

AIMING

- 0 rounds 0
- 1 round + AIM
- 2 rounds + AIMx2
- (3 rounds + AIMx2.5*)

* Only for 16+ AIM PCs