

**Change Position**

**Any**



## All-Out Attack

## Not ranged or close

Berzerker's maneuver--complete attack with no thought of defense.

<b>Max Move:</b>	May turn in place, or a move up to 2 or 1/2 Move, whichever is more, <i>forward</i> only. Ignore bad footing.
<b>Facing Change:</b>	See above
<b>Attack:</b>	a) 2 attacks at no penalty b) 1 attack at +4 skill c) 1 attack at +2 damage d) Feint and attack
<b>Defense:</b>	<b>Passive</b> only •



