
Step and Attack

Any

Attack with any ready weapon.

Max Move:	1
Facing Change:	Any
Attack:	a) Attack with 1 Ready weapon or bare hands. b) Attack with 2 Ready weapons or bare hands. All attacks are at <i>-4 in addition to</i> any off hand penalties for a particular weapon or hand.
Defense:	Normal
Notes:	If attacking a foe to your side or rear the attack is a Wild Swing (-5 skill, roll on hit location table and apply that penalty to skill, max. skill 9 minus darkness penalty). Dual Weapon Attack and Off Hand Weapon Training Maneuvers can be learned to buy off the penalties for attacking with 2 weapons at once.

Aim

Ranged

Aim a ready thrown or missile weapon.

Max Move:	1/2 Move; max 2 after first turn of Aiming
Facing Change:	May not change after first turn of Aiming
Attack:	+ <i>Acc</i> of weapon after first turn, +1 each additional consecutive turn
Defense:	Normal, but lose attack bonus for aiming
Notes:	Max bonus is <i>Acc</i> +3; ranged weapons lose <i>Acc</i> bonus without 1 turn of aiming. If injured while aiming make a Will roll or lose Aim bonus.

Move

Any

This maneuver is appropriate when *all* you need to do is move.

Max Move:	Up to your Move score, or 1/2 if Moving backwards
Facing Change:	Any (up to 1/2 Move); otherwise 1
Attack:	Wild Swing only (-5 skill, roll on hit location table and apply that penalty to skill, max. skill 9 minus darkness penalty); penalties for arming or firing ranged weapons (p. B105)
Defense:	Normal
Notes:	Sideways or backwards movement is limited to 1/2 Move.

Change Position

Any

Change from one position to any other.

		<u>Position</u>	<u>Attack</u>	<u>Defense</u>	<u>Movement</u>
Max Move:	0	Standing	Normal	Normal	Normal; may sprint
Facing Change:	Any	Crouching	-2	Ranged -2 to hit,	2/3 Move
Attack:	Normal		normal vs. others		
Defense:	Normal	Kneeling	-2	Ranged -2 to hit,	1/2 Move
Notes:	May go from <i>Kneeling</i> to <i>Standing</i> as part of any <i>Step</i> maneuver. <i>Crouching</i> doesn't require a maneuver, but can't be done if you move.	Crawling	-2 to active def. close combat only	Ranged -4; -3 to active def.	1/2 Move
		Sitting	-2	As for Kneeling	none
		Lying Down	-4 except w/crossbow	As for Crawling	none

Step and Ready

Any

Pick up or draw any item and ready it for use.

Max Move:	1
Facing Change:	Any
Attack:	None
Defense:	Normal
Notes:	Cannot Parry without a ready weapon, or Block without a ready shield. Reloading a weapon takes one or more of these maneuvers. Some weapons require more than 1 turn to ready. A successful Fast-Draw or Speed Load skill roll will allow you to Ready while taking another action.

Step and Concentrate

Not close

Perform an intense mental action while in combat.

Max Move:	1
Facing Change:	Any
Attack:	None
Defense:	Any, but roll Will -3 or break concentration.
Notes:	Used with Magic, Psionics, Super Power, or other mental tasks that requires intense concentration. For most mental abilities (including Magic, Psionics, and Super Powers) you must concentrate for a full turn (or more) to activate the Spell or Power. Then, at the beginning of your next turn, you roll against your skill. However, the actual activation of the Spell or Power is a free action on that turn, so you may then select another action for that turn.

Step and Wait

Any

Wait for a good opportunity to act.

Max Move:	1
Facing Change:	Any
Attack:	Normal, whenever you attack (such as when foe comes into range).
Defense:	Normal
Notes:	If you don't move when making this maneuver, you can move 1 yd <i>forward</i> when you attack. You may attack anytime after announcing this maneuver, even during another characters turn, until the beginning of your next turn.

Step and Feint

Not close

Draw your opponent into a bad defensive position.

Max Move:	1
Facing Change:	Any
Attack:	Quick Contest: weapon vs. shield/weapon skill, or weapon vs. DX , which ever is best for foe.
Defense:	Normal
Notes:	If you win the contest with a successful roll, foe's active defence is reduced by how much you won by next turn. Both weapons are still ready.

All-Out Defense

Not close

Protect yourself at all costs.

Max Move:	1
Facing Change:	Any
Attack:	None
Defense:	a) 2 <i>different</i> defenses for each attack b) +2 bonus to any one defense roll
Notes:	Allows you to, for instance, Parry an attack and, if that fails, still try to Dodge . You can use no more than 2 Parries per ready weapon, or 2 Blocks per ready shield per turn.

All-Out Attack

Not ranged or close

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

Max Move:	May turn in place, or a move up to 2 or 1/2 Move, whichever is more, <i>forward</i> only. Ignore bad footing.
Facing Change:	See above
Attack:	a) 2 Attacks at no penalty b) 1 Attack at +4 skill c) 1 Attack at +2 damage d) Feint and Attack
Defense:	Passive only
Notes:	This is a good maneuver if (a) your foes are all otherwise occupied, (b) you have a long weapon and no one can reach you, or (c) you're desperate. Use it carefully as it leaves you almost totally defenseless.

All-Out Charge

Any

This is a full run at the foe, with no thought of defense.

Max Move:	Up to your Move score (<i>forward</i> movement only)
Facing Change:	None
Attack:	a) Make a single Attack at -1 skill b) Make a single Attack at -5 skill, doing +2 damage c) Make a single Attack at -5 skill, followed by doing a Slam vs. the same foe d) Make a Feint at -5 skill, followed by a Slam vs. same foe. If your Feint was successful, apply the defense penalty to your opponents DX roll to avoid Slam .
Defense:	Passive only

Dodge

Attempt to dodge any attack.

Active Defense

Roll Against: Dodge *plus* Armor PD of location *plus* Shield PD.
Notes: You may **Dodge** any number of times per turn, but only once per **Attack**.
Extra Effort: Costs 1 Fatigue. Roll vs. **DX** *minus* current Fatigue. On a success use your *full DX* instead of your **Dodge**. On a crit. failure you fall down and you take 1 pt. of damage. Roll 1d6 to determine location:
(1) Left foot/ankle (4-5) Right leg
(2-3) Left leg (6) Right foot/ankle.

Block

Use a ready Shield to deflect an incoming blow.

Active Defense

Roll Against: Block *plus* Armor PD of location *plus* Shield PD.
Notes: You may **Block** only one time per turn unless you take the **All-Out Defense** Maneuver.
Extra Effort: Costs 1 Fatigue. Roll vs. **DX** or **Shield/Buckler** skill (whichever is higher) *minus* your current fatigue. On a success use your *full Shield/Buckler* skill to **Block** instead of the normal 1/2 skill. On a crit. failure you take 1 pt. of damage and roll 1d6:
(1-2) You drop your shield (5-6) Your shield arm is temporarily crippled.
(3-4) Your shield becomes unready

Parry

Use a ready weapon to deflect an incoming blow.

Active Defense

Roll Against: Parry *plus* Armor PD of location *plus* Shield PD.
Notes: You may **Parry** only one time per turn unless you take the **All-Out Defense** Maneuver.
Extra Effort: Costs 1 Fatigue. Roll vs. **DX** or **Weapon Skill** (whichever is higher) *minus* your current fatigue. On a success use your *full Weapon skill* to **Parry** instead of the normal 1/2 or 2/3 skill. On a crit. failure you take 1 pt. damage to weapon arm and roll 1d6:
(1-4) You drop your weapon (5-6) Your weapon arm is temporarily crippled.

Retreat

Attempt to move away from one particular foe. This is made in conjunction to any of the other defense roll except **Passive Defense**.

Active Defense

Max Move: 1 Hex in any direction *away* from foe.
Facing Change: 1 Hex side.
Roll Against: Dodge, Block, or Parry *plus* 3.
Extra Effort: As per the standard rules for normal defense chosen.
Notes: The +3 bonus is applied to *all* defense rolls you make against the opponent you retreated from. The movement point does *not* count against your next turns movement. You may not retreat into an occupied Hex. You may retreat only once per turn.

Passive Defense

See if the **Passive Defensive (PD)** of your armor deflects an incoming attack.

Passive Defense

Roll Against: Armor PD of location *plus* Shield PD.
Notes: When no other defense is legal you still get to roll against your **Passive Defense** to see, if by random chance, the incoming attack is deflected.
Extra Effort: None

Close Combat

Attack

- Grapple:** Quick Contest of **DX**, you are at +3 (+6 if foe is sitting, etc).
- Grab Weapon:** Quick Contest of **DX**
Win: take the weapon by a Quick Contest of **ST**.
Fail: you lose grip on weapon.
- Grab Weapon Arm:** As above, but for weapons you cannot grab (like a knife). Quick Contest of **ST**.
Win: causes foe to drop weapon.
- Attack W/Weapon:** -2 to hit; must be a valid close combat weapon.
- Attack W/Bare-Hand:** Punch (Thr-2 dam), bite (1d-4 dam), etc, or punch using **Karate** or **Brawling**, or **Karate** kick (-1 dam).
- Attempt Takedown:** After **Grapple**; Quick Contest of skills (higher of **ST**, **DX**, or **Judo**) vs. foe's **ST**.
Win: foe falls where you wish, losing grip on you if any.
Lose: you suffer same effects.
- Attempt Pin:** Quick contest of **ST**; heavier fighter gets +1 per 10 lbs.
Win: foe is held--you can free one hand for something else.
- Choke/Strangle:** After **Grapple**; Quick contest: your **ST** Vs. foe's **HT**.
Win: You do damage equal to amount won by, *plus* suffocation damage (p B122)
- Break Free:** Quick Contest of **ST**; foe is at +5 if he **Pinned** you using 1 hand or holding you with both hands; +1 if **Pinned** using both hands. Once free, you may move 1 yd in any direction.
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Close Combat

Ready

- Draw Weapon:** Must make **DX** roll to draw weapon in close combat. Crit. failure means you *dropped* the weapon.
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Close Combat

Move

- Slam:** To hit, Quick Contest of **DX**; foe is at -2 if you come from side (auto hit if from behind).
Miss: Move at least 2 yds past (up to remaining Move).
Hit: Quick Contest of **ST** with following modifiers:
+2 if you are running, -2 if foe is running towards you
+2 if you have med. or lrg. shield, -2 for foe's similar shield
+2 from behind
Loser falls, as does the winner unless he makes a **ST** roll, modified as above.
- Flying Tackle:** A **Slam** that gives attacker +1 yd movement & +2 to hit. Attacker automatically falls. Foe can attempt to **Dodge**. Foe's **ST** roll is at an added -2. If tackler wind by 4, foe is automatically **Grappled**.
- Escape:** If you are not **Grappled**, you can move out of *Close Combat*.
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