

## Combat Maneuvers Quick Reference Guide

Offensive Maneuvers		Defensive Maneuvers		Movement	
Name	Effect	Name	Effect	Name	Effect
Aim	Gain a +1 to a ranged weapon skill for each turn you aim, up to three. You may move either 2 yards or half your Move score, whichever is less.	All-Out Defense	Use two different defenses per attack for this entire round. You may move up to one hex.  <i>You may not attack on this round!</i>	Change Position	Go from standing to prone or kneeling, go from prone to kneeling, or kneeling to standing.
All-Out Attack	Make two attacks against the same foe (requires 2 readied weapons or a weapon that doesn't need to be readied after use)  OR Feint and Attack  OR a single attack at +4 to your skill  OR single attack at normal skill, doing +2 damage if you hit.  <i>You may not defend on this round!</i>	Block	Attempt to block a foe's attack with a shield.  Roll vs. Shield skill ÷ 2, + any Passive Defense (PD)	Move	Move a number of yards up to your Move score.
		Dodge	Attempt to avoid a foe's attack.  Roll vs. Move – Encumbrance + any Passive Defense (PD)	Step and Concentrate	Move up to 1 yard and concentrate.
Step and Attack	Move up to 1 yard and attack.	Parry	Attempt to parry a foe's attack with your readied weapon.  Roll vs. Weapon skill ÷ 2, + any Passive Defense (PD)	Step and Ready	Move up to 1 yard and Ready a weapon.
Step and Feint	Move up to 1 yard and Feint.	Retreat	Move away from a foe. Adds 3 to any attempt to dodge, parry or block.	Step and Wait	Move up to 1 yard and wait for a foe to come in range, then attack.