

Combat Manoeuvres

Red = if Attacking, **Blue** = if Defending, **Green** = Either

Attackers Result	Defenders Result	Defenders Result				Weapon/Shield Size & Reach			
		Critical	Success	Failure	Fumble	Size	Examples	Length	Examples
Critical	-	-	attacker gets 1	attacker gets 2	attacker gets 3	Huge	Great axe	Very Long	2h Spear
Success	defender gets 1	-	-	attacker gets 1	attacker gets 2	Large	2h Spear	Long	1h Spear
Failure	defender gets 2	-	defender gets 1	-	-	Medium	Longsword	Medium	Scimitar
Fumble	defender gets 3	-	defender gets 2	-	-	Small	Dagger	Small	Dagger

Bash Opponent - Hit target to knock them of balance.

- Target knocked back 1m/5pts of damage rolled (round up)
- Only works on targets up to twice the attackers *SIZ*
- If target hits obstruction, *Athletics* -20% or fall prone

Bleed (Cutting Weapons) - Deal a wound that bleeds

- If attack penetrates *AP* and *wounds*...
- Target makes *Resilience* roll vs. the *attack* roll, or loses a level of *fatigue* every round until *First Aid* is applied

Blind Opponent (Criticals only) - use sand/dust/glare

- Attacker rolls *Evade* vs. against *Parry* (or *Evade*) roll, on failure he cannot attack for 1d3 *CA*'s

Bypass Armour (Criticals only) - Ignores armour

- Affects *Natural OR Worn* (inc, magic) armour, ignore the relevant *AP* of location struck

Bypass Parry - Targets parry deflects less damage

- Treat parrying object as being *one size less* than it is

Change Range - Open or close range in melee

- May freely *open* or *close* the range between self and opponent in melee (*no opposed rolls required*)
- Or *disengage* from the melee (see *Weapon Reach*, p.92)

Choose Location - choose hit location struck by blow

Damage Weapon - Try to break opponents weapon

- Roll *damage* vs. *weapon*, apply weapons *AP*, if its *HP* reduced to zero, it breaks

Disarm Opponent - Try to remove targets weapon

- Opponent rolls their *combat* skill vs the *attack* roll (or *parry*), loses weapon on failure. +20% if 2H
- No effect on opponents with *twice* the *STR* of the disarmer

Enhance Parry - Block more damage

- Parrying weapon counts as *one size larger*

Entangle (Entangling weapons only) - Location/Weapon

- *Arm* = held items useless, *Leg* = cannot manoeuvre, if *Head/Body* = -20% to all activity
- On next action, wielder for 1*CA*, can attempt an automatic *Trip Opponent* attempt
- To break free, use *Disarm Opponent*, *Slip Free*, or *Damage Weapon* combat manoeuvres

Grip (unarmed) - try to grab an opponents limb

- Gripper *must* have their hand *free* to grab
- Prevents opponent disengaging using their *Evade* skill
- To break free costs a *CA*, and an *opposed unarmed* test

Impale (thrusting weapons only) - Impales the target

- Roll weapon *damage twice*, choose best score for attack, if attack penetrates armour and injures, the *attacker* can:
 - Leave weapon in target: they at -10% to skill per size of weapon, (*small* is -10%, *medium* -20%, *large* -30%, etc)
 - Pull weapon free: *Brawn* roll (costing 1*CA*), roll weapons normal damage per attempt (ignoring *AP*).

Maximise Damage (Criticals only) - a vicious wound

- The weapon does *maximum* damage, if it has two dice for damage (e.g. 2d8) it does max damage on *one* die (e.g. 1d8+8 damage), damage bonus *is* rolled normally *once*

Overextend Opponent - cannot attack on their next SR

Pin Weapon (Criticals only) - trap opponents weapon

- Pin opponents weapon or shield, 1*CA* allows them to try and free it, roll an opposed *weapon* skill test, on failure 'weapon' is freed. *Brawn* can be used instead by the holder
- A pinned item cannot be used to attack or parry

Redirect Blow - the defender chooses the location hit

- Damage affects a hit location chosen by the defender

Regain Footing - grab opponent/roll to feet from prone

Riposte - defender uses a *CA* to make a counter attack

- Use a *CA*, instant attack with *shield* or *parrying* weapon

Slip Free - break opponents hold on you, or a weapon

- If *Entangled*, *Gripped* or *Pinned*, break hold on self/weapon

Stand Fast - Negate the effects of any 'Knockback'

Stun Location (Bludgeon Weapons) - numbs location

- Opponent makes *resilience* roll vs the rolled *attack*, on failure the location is useless, if body blow, foe staggered (can defend), if head blow, falls unconscious
- The effects last for *CA*'s equal to penetrating damage rolled

Sunder (Two-handed Weapons) - Damage armour

- Compare remaining damage vs locations *AP*, excess damage *reduces* *AP*, if reduced to zero, remainder wounds
- Can be used against *worn* or *natural* armour

Take Weapon (Unarmed Only) - Take attackers weapon

- As '*Disarm Opponent*', except uses *Unarmed* skill, and the *defender* ends up holding opponents weapon

Trip Opponent - Cause opponent to fall prone

- Target must make an *Evade* vs. the *Attack* (or *Parry*) roll, on failure, falls *prone*.
- 4+ legged targets use *Athletics* at +20%