

Combat Maneuvers

May be used with Combat Options

Maneuver	Option	Description	Movement	Active Defenses
All-Out Attack (B365,MA97)	Determined	Melee: +4 to hit Ranged: +1 to hit	Half (forward)	None
	Double	Make 2 attacks. The first will unready unbalanced weapons.		
	Feint	Feint, then one attack. The Feint only applies to this attack.		
	Strong	+2 damage or +1/die, whichever is better		
	Long (MA97)	+1 yard of reach No penalty to thrust attacks, -2 damage or -1/die to swing attacks, whichever is worse. The maneuver ends up in a kneeling position, any non two-handed weapon wielder can make a DX roll to end in a crouch. Can't be used with defensive grip.		
Suppression Fire	Ranged weapon with RoF 5+. Spray area with fire for entire turn.			
Committed Attack (MA99-100)	Determined	+2 to hit OR +1 step	Step	Cannot parry/block with attack weapon/arm or dodge if he kicked. All other defenses at -2.
	Strong	+1 to damage OR -2 to hit, +1 damage, and +1 step		
Attack (B365,MA98)		Make a melee, close combat, or ranged attack	Step	Any
Move and Attack (B365-6,MA107)		You can move and attack. Melee attacks suffer a -4 penalty and cannot exceed an effective skill of 9. Ranged attacks suffer a -2 penalty or the bulk penalty, whichever is worse If you aim previously, the aim bonuses are lost.	Full	Any, but cannot parry with the attacking weapon, nor can you retreat.
Defensive Attack (MA100)	Balanced	-2 to damage or -1/die of damage whichever is worse, target gets +1 to defend against a grapple AND +1 to Parry or Block OR with kick +2 on rolls to avoid Leg Grapples and to avoid falling.	Step	Any
	Unbalanced	-2 to damage or -1/die of damage whichever is worse, target gets +1 to defend against a grapple AND Balanced attack bonuses to a different weapon OR No bonuses but may opt to parry with weapon without unreadying it		
All-Out Defense (B366)	Increased	Add +2 to ONE active defense of your choice: Dodge, Parry or Block. No attack	Step, but if Increased Dodge is chosen Half	Any
	Double	Apply two different active defenses to the same attack, a parry with another hand is considered a second different defense. No attack.	Step	
Aim (B364,MA97)		Aim ranged attacks. First round weapon's Acc bonus, successive rounds +1; maximum of 2 successive rounds. Bracing a weapon that can be braced adds +1 to the Acc. When rapid-throwing/shooting, declare a target for the Aim bonus, take the Aim maneuver, then rapid-throw/shoot.	Step If bracing a two-handed weapon, cannot move.	Any, but all Aim bonuses are lost. If injured while Aiming, make a Will roll or lose bonuses.
Evaluate (B364-5,MA100)		Used to "aim" melee attacks Only usable against an opponent you can reach with a move and attack maneuver. Each round, to a maximum of three, give a +1 bonus on the NEXT Feint, Attack, Move and Attack, or All-Out-Attack.	Step	Any
Concentrate (B366)		Concentrate on primarily mental task	Step	Any, but active defense requires Will - 3 roll to maintain concentration
Feint (B365,MA100-1)		Declare a Feint action against a target within reach. On the next second of combat roll a Quick Contest between your Feint skill and opponent's DX or best weapon skill being used. The margin of success (if successful) is applied as a penalty to all of your opponent's active defenses for that second. Can also be substituted one for one for any attack (and thus used on the same round).	Step	Any
Wait (B366,MA108)	Normal	Hold your turn until an event you specify triggers you. Use this to 'cover' an area with a ranged weapon. Large cover areas impose penalties.	As per attack option	Any, but any active defense disallows an All-Out-Attack or Committed Attack
	Stop Thrust	Used to brace a ready thrust weapon against a possible enemy charge (melee or unarmed) or an evade. Can convert into any attack option. Your attack happens first if you have the longer reach. +1 thrust damage for every two full yards the opponent moves towards you.	As per attack option	As per attack option
	Stop Hit (MA108)	Attack at the same moment someone else attacks you. Highest margin of success forces opponent to accept a -3 to parry with the attack weapon and -1 to all other active defenses (on a tie both suffer this penalty). Unbalanced weapons CAN parry within a stop hit, but are unready after.	As per attack option	As per attack option
Move (B364,MA105-7)		Move your full move. If you do this for at least two turns you may start sprinting.	Full	Any
Chg Posture (B364,MA98-9)		Switch between any two postures	None	Any
Ready (B366,MA101-4)		Allows one to ready items, change grips, change stances, or perform physical actions other than combat.	Step	Any

Combat Options

General

Name	Option	Effects
Hit Location		Works with any attack option. See Hit Location Chart on character sheet for penalties to target a location other than the torso (Effects are detailed on page B398).
Deceptive Attack (B369, MA111)		Works with any attack option. Every -2 to hit reduces the opponents active defenses by -1. (only dodge for ranged attacks) Minimum required effective skill level of 10 (after penalties) with combat skill.
Telegraphic Attack (MA113)		Works with any attack option. +4 to hit, +2 to opponent's defense
Rapid Strike		Works with any attack option. Replace one attack with two attacks, each with -6 to both attack rolls. You can target multiple opponents.
Riposte (MA124-5)		<i>A parry that carries the attacker's weapon out of line or otherwise compromises his defenses.</i> Choose a penalty to parry (cannot reduce base parry below 8). If this parry succeeds, the attacking weapon suffers the same chosen penalty to defend against the parrying weapon's next attack. The penalty is to parry if the attack was with a weapon or unarmed; block for shield bash; or dodge for a kick. Halve this penalty if another active defense is chosen for the counterattack.

Cross Parry (MA121)	Two Weapons	+2 to Parry a single attack. May parry a flails. Both weapons are used for determining weight. The weapons used may not parry for the remainder of the round.
	Weapon & Empty Hand	+1 to Parry a single attack. May parry a flails. The weapon & hand used may not parry for the remainder of the round.
Drop Prone		Gain +3 dodge against ranged attacks. Become prone.
Retreat	Give Ground	Step back one yard. +3 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill. +1 to any other single active defense.
	Dive (MA123-4)	Become prone. +2 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.
	Sideslip (MA123-4)	Step laterally staying within the same reach. +2 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill.
	Slip (MA123-4)	Step one yard closer to opponent. +1 to one dodge or one parry with a boxing, Judo, Karate, or fencing skill. -1 to all other defenses from this attack.

Extra Effort

Name	Maneuver	Effects	FP Cost
Flurry of Blows	Any Attack	Halve the penalty for Rapid Strike. CANNOT be combined with <i>Mighty Blows</i> .	1/attack
Mighty Blows	Attack	+2 damage or +1/die, whichever is better. CANNOT be combined with <i>Flurry of Blows</i> .	1/attack
Great Lunge	Attack	Gain all the effects of All-Out-Attack (Long) without sacrificing defenses. CANNOT be used with Defensive Grip.	1
	Committed Attack Move and Attack		
Heroic Charge	Move and Attack	Ignore skill penalty and effective skill cap for one melee attack. Defensive penalties still apply (no parry or retreat).	1
Feverish Defense	Not All Out Attack	+2 to a single active defense roll.	1
	Not Committed Attack		
Rapid Recovery	Attack	Parry with unready weapon.	1
	Move and Attack	Weapon becomes ready unless the parry critically fails.	
Giant Step	Attack	Gain one extra step.	1
	Defensive Attack		

Postures

Name	Melee Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal
Crouching	-2	Normal	-2	2/3
Kneeling	-2	-2	-2	1/3
Crawling	-4	-3	-2	1/3
Sitting	-2	-2	-2	None
Lying Face Up	-4	-3	-2	1
Prone	-4	-3	-2	1

Conditions

Name	Effects	Recovery
Stunned	-4 active defenses, cannot retreat.	HT roll at end of each turn
Mental Stun	-4 active defenses, cannot retreat.	IQ roll at end of each turn
Surprised	-4 active defenses, cannot retreat.	IQ roll at end of each turn
Major Wound	Single wound $\geq 1/2$ HT. HT roll to avoid knockdown and stun. Success means shock only. Crit failure or fail by ≥ 5 , fall unconscious	
Unconscious	Cannot act	> 0 HP: automatic after 15 min 0..-1xHP: HT roll once per hour < -1xHP: one roll after 12 hours. Failure means no recovery without medical treatment. Further HTrolls every 12 hours w/o treatment to avoid death.
HP < 1/3	Half Move and Dodge	
HP <= 0	HT roll each turn, -1 / -HP, to avoid falling unconscious	
-HP	HT roll or die. Fail by ≤ 2 , "mortally wounded". Repeat at each multiple of HP.	
-5xHP	Automatic death	
-10xHP	Total bodily destruction	
FP <= 1/3	Half Move, Dodge, ST	
FP <= 0	Will roll to talk or act. Further FP damage is HT damage.	
-FP	Automatic unconsciousness	

Agony	Do nothing but moan and scream. -4 active defense. -1 FP per minute. Post recovery, enemies get +3 Interrogation and Intimidation. LPT doubles FP loss. HPT allows functioning at -3 DX and IQ.	
Choking	Cannot breathe or speak. Suffocating (-1 FP/sec; see B436)	
Coughing / Sneezing	-4 active defense.	
Daze	-3 DX, -1 IQ, No Stealth	
Drowsy	Do nothing. -4 active defense.	Struck, slapped, shaken recovers next turn
Drunk	Will roll per 2 hours inactivity to avoid falling asleep. On success, -2 DX, -2 IQ, -2 self-control rolls	
Ecstasy	-2 DX, -2 IQ, -4 self control (except Cowardice). -2 levels Shyness	
Euphoria	Like Agony. LPT and HPT have no effect. Enemies offering to continue the pleasure get +3 to Influence rolls	
Hallucinating	-3 DX, -3 IQ, -3 skill, -3 self-control	
Nauseated	-4 active defense. Can attempt Will roll to act. Success means disorientation for 2d seconds; -2 to actions. Failure means hallucination for 1d minutes; -5 to actions. Crit failure freak out for 3d minutes; act at random	
Pain (Moderate)	-2 attribute and skill rolls, -1 active defenses. Roll versus HT for eating, bad odors, etc to avoid Retching for 25-HT seconds	
Pain (Severe)	-2 DX, -2 IQ, -2 skill, -2 self-control. HPT halves penalties; LPT doubles	
Pain (Terrible)	-4 Dx, -4 IQ, -4 skill, -4 self-control. HPT halves penalties; LPT doubles	
Paralysis	-6 Dx, -6 IQ, -6 skill, -6 self-control. HPT halves penalties; LPT doubles	
Retching	-4 active defense. Fall over unless balanced. Can use abilities that require neither speech nor movement.	
Seizure	-4 active defense. -5 DX, -5 IQ, -5 Per, automatically fail Concentrate. -1 FP at end of effect. No benefit from recent meals or meds	
Tipsy	-4 active defense. Fall down, tremble, cannot speak or think. Do nothing. -1d FP.	
	-1 DX, -1 IQ, -2 self-control (except Cowardice). -1 level Shyness	