

MELEE ATTACK MANEUVERS (and Options)

ATTACK (1 hex): Attack a target (within reach) unarmed or with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two unarmed or weapon attacks at once, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes if they are adjacent. Foe defends at -1 if he is the target of both attacks.
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** DX or Brawling to hit. Both roll thr-2 cr damage, +Size bonus from Range Table to each die. Roller of lower damage rolls DX or falls down (no roll if higher damage is twice as much). If you miss, or foe dodges, must move past if you have movement left. If using a shield, use Shield skill to hit -- add shield's DB to your damage roll, subtract it from target's damage roll.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.
- **Flurry of Blows*†:** Halve the Rapid Strike penalty to -3 by spending 2 FP (1 FP *per attack*), *or...*
- **Mighty Blows*†:** Spend 1 FP *per attack* for a damage bonus of +2 without losing defenses.
- **Rapid Recovery*‡:** Spend 1 FP to parry with an unbalanced weapon after an attack.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

DETERMINED: +4 to skill for a single attack, *or...*

DOUBLE: Two attacks on the same target (-4 for off-hand *weapon* attacks, as above), *or...*

STRONG: +2 damage (or +1 per die, if that would be better) to a single ST-based attack, *and...*

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** *As above.* Use full Move (not half).
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

MOVE AND ATTACK (Full Move): Move and still attack at a -4 penalty, and a *maximum* skill of 9.

-2 on rolls to avoid falling, etc. Cannot parry or retreat (without Rapid Recovery).

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Heroic Charge*†:** Spend 1 FP to ignore the skill penalty and cap (still cannot parry or retreat).
- **Rapid Recovery*‡:** Spend 1 FP to parry with any weapon after a Move and Attack.
- **Slam:** *As above.* The -4 penalty and skill cap of 9 do *not* apply.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

EVALUATE (1 hex): Study a foe prior to an attack for a +1 bonus per turn spent Evaluating (max. +3).

DEFENSIVE MANEUVER (and Options)

(All options are usable with any maneuver that allows defense)

ALL-OUT DEFENSE (1 hex): +2 to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if applying the +2 to Dodge.)

Feverish Defense*‡: Spend 1 FP for +2 to a single Active Defense roll (except when All-Out Attacking).

Retreat: *Once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense.

Dodge and Drop: *Once* on your turn, drop prone for +3 to Dodge against a single foe's ranged attacks.

* A critical failure on any of these rolls causes an additional 1 HP of injury to arm or leg, no DR.

RANGED ATTACK MANEUVERS (and Options)

ATTACK (1 hex): Attack a target (within range) with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two pistol attacks, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes. Foe defends at -1 if he is the target of both attacks.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

SUPPRESSION FIRE: Using a weapon with at least RoF 5+, select a target zone two yards across (or multiple adjacent two-yard zones with RoF 10+, as long as 5 shots are fired into each). You must attack *anyone* entering the zone! Final effective skill cannot exceed 6 + rapid fire bonus (or 8 + for mounted weapons). Successful hits strike random Hit Locations. *Cannot use Prediction Shot, or...*

DETERMINED: +1 to skill for a single attack.

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).

MOVE AND ATTACK (Full Move): Move and still attack at a penalty – the worse of -2 or your weapon's Bulk. Also lose any Aim bonuses. -2 on rolls to avoid falling. Cannot parry or retreat.

AIM (1 hex): Aim a ranged weapon/attack to get its **Acc** bonus, with an additional +1 for two turns, and +2 for three or more turns). No movement if using a braced two-handed weapon.

GENERAL MANEUVERS

CHANGE POSTURE (0 hexes): Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns: lying/prone to kneeling, kneeling to standing).

CONCENTRATE (1 hex): Focus on a mental task. Roll Will-3 to maintain your concentration if injured, knocked down, take an active defense, etc.

DO NOTHING (0 hexes): Take no action at all. Active Defenses are at -4 if suffering from Stun, in which case roll at the end of the turn against HT (physical) or IQ (mental) to recover.

MOVE (Full Move): Do nothing but move (+1 hex after a full turn of running forward).

READY (1 hex): Reload or prepare a weapon or other item, adjust reach, etc.

WAIT (varies): Hold your action for a specific trigger event, then take an Attack, All-Out Attack, or Ready maneuver as normal.

HIT POINTS (HP)

- **Less than 1/3 HP:** You are reeling from your wounds. Move/Dodge are reduced to half.
- **0 HP or less:** Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out unless you Do Nothing.
- **-1xHP or less:** Also, make a HT roll or die! Roll again at every further multiple of HP.
- **-5xHP or less:** You are immediately dead.

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)

HIT LOCATIONS

Random	Penalty	Location	Effects
3-4	-7 (-5)	Skull*	Wounding modifier is x4 , Knockdown rolls are at -10 (-5 from behind)
5	-5 (-7)	Face*	Knockdown rolls are at -5 (-7 from behind)
6-7	-2	Right Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
8	-2	Right Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
9-10	0	Torso	Default location, no modifiers
11	-3	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum) from crushing damage
12	-2	Left Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
13-14	-2	Left Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
15	-4	Hand	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the hand (excess damage lost)
16	-4	Foot	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the foot (excess damage is lost)
17-18	-5	Neck*	Crushing x1.5 /Cutting x2
-	-9	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds. Only Pi/Pi+/Pi++/Imp/Tight-beam burning attacks can target the eye
-	-3	Vitals*	Pi/Pi+/Pi++/Imp x3 . Tight-beam burning x2 . Crush x1 but requires HT roll vs. knockdown
-	-8/-10	Armor Chinks	Pi/Pi+/Pi++/Imp/Tight-beam burnig only. On a successful hit, halve DR at location. (-8 for torso armor, -10 for all other locations)
-	var.	Weapon	-5: Reach "C" melee weapon/pistol. -4: Reach 1 melee weapon or carbine/shotgun. -3: Reach 2+ melee weapon/rifle. Add'l -2 to <i>Disarm</i>

* *A miss by 1 at this location hits the Torso instead.*

FATIGUE POINTS (FP)

- **Less than 1/3 FP:** Move, Dodge, and ST reduced to half. (No effect on HP/dmg).
- **0 FP or less:** Also, Will roll to attempt any maneuver except Do Nothing or become incapacitated until FP become positive. On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR). Lose 1 HP for each FP lost.
- **-1xFP or less:** Fall unconscious until FP turns positive. Further FP loss comes off of HP. Recover usual 1 FP/10 or 5 mins.

RAPID FIRE

Bonus	Shots	Bonus	Shots
+0	2-4	+4	17-24
+1	5-8	+5	25-49
+2	9-12	+6	50-99
+3	13-16	+1	<i>each x2</i>

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of more than HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand.

- 5 Major Wound to face, vitals, groin
- 10 Major Wound to skull or eye
- +3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. You are incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

- **Failure**, you die.
- **Success**, roll again in a half hour.
- **Critical Success**, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

- **Failure**, lose 1 HP.
- **Critical Failure**, lose 3 HP.
- **Critical Success**, bleeding stops.
- **Success**, on *three consecutive successes*, bleeding stops.

CRITICALS

3 or **4** is always a critical success/hit.

5 is a critical success if your effective skill is 15+.

6 is a critical success if your effective skill is 16+.

A roll of **18** is always a critical failure/miss.

A roll of **17** is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table

Critical success on a defense roll:

Melee, attacker goes to Critical Miss Table.

Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the Critical Miss Table.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender on Critical Miss.

Critical fail, Block: Defender's shield unreadies.

RANGE PENALTIES

- 0** Close (0-5 yds)
- 3** Short (6-20 yds)
- 7** Medium (21-100 yds)
- 11** Long (101-500 yds)
- 15** Extreme (501+ yds)

POSTURES

- 0** Standing, normal defense, normal Move
- 2** Crouching, normal defense, 2/3 Move
- 2** Kneeling, -2 defense, 1/3 Move
- 4 (C)** Crawling, -3 defense, 1/3 Move
- 2** Sitting, -2 defense, 0 Move
- 4** Lying down, -3 defense, 1 yard Move

COMPLEMENTARY SKILLS

- +1** Success **+2** Critical Success
- 1** Failure **-2** Critical Failure