

Attack B365

Roll quick contest of weapon skills, your margin of success is the penalty to your opponents defences on your next turn only. Your opponent may use DX or Shield/Cloak skill if better.

Active Defence: Any.

Movement: Step. You may step before or after attack.

Move and Attack B365

During or after your move you may make an attack. For ranged attacks: -2 or Bulk, whichever is worse. For melee attacks other than slam, -4 and your skill cannot exceed 9.

Active Defence: Any.

Movement: Move score.

All-Out Attack B365

Active Defence: None.

Movement: Up to half your movement, but only directly forward.

Melee - Determined

Make a single melee attack at +4 to hit.

Ranged - Determined

Make a single ranged attack at +1 to hit.

Melee - Double

Make two attacks against the same foe. You must have two ready melee weapons or one weapon that does not need to be readied.

Melee - Feint

Make a Feint and then an attack against the same foe.

Melee - Strong

Make a single attack at normal skill. If you hit it gains +2 damage (or +1 per dice, if better). This applies to melee attacks doing ST-based thrust or swing damage.

Ranged - Suppression Fire

Take an entire turn to fire on an area with automatic fire. Requires RoF 5+. See **B409**.

Feint B365

Roll quick contest of weapon skills, your margin of success is the penalty to your opponents defences on your next turn only. Your opponent may use DX or Shield/Cloak skill if better.

Active Defence: Any.

Movement: Step.

Committed Attack MA99

Active Defence: Cannot parry with attacking hand, block if attacking with shield/cloak, dodge if kicking. Any other defences are at -2.

Movement: One or two steps. If two steps apply a -2 attack penalty. Steps can be before or/and after attack.

Melee - Determined

Make a single melee attack at +2 to hit.

Melee - Strong

Make a single attack with +1 to resulting damage. ST based thrust or swing attacks only.

Defensive Attack MA100

Make a single probing melee attack with -2 damage or -1 per dice, whichever is worse. If attempting to grab or grapple, foe gets +1 to defence.

Active Defence: Any. Specify a defence before making attack. Parry gains +1, block gains +1. If kicking you can gain +2 to avoid a Leg Grapple, and +2 on DX to avoid falling.

Movement: Step.

Deceptive Attack B369

Any attack may be Deceptive. For every -2 to the attack roll you accept, the opponent gets -1 to defend against it. Effective skill cannot be reduced to below 10.

Active Defence: Any.

Movement: Step.

Move B364

Move your move score.

Sprinting: Moving forward for two or more turns grants you +20% extra movement, minimum +1, for each turn after the first.

Active Defence: Any.

Movement: Move score.

Change Posture B364

Change between any two postures. You cannot go from a lying position to standing, you must rise to a crawling or sitting posture first. See **B551** for details.

Active Defence: Any. Postures affect defence.

Movement: Posture affect movement.

Crouch B364

If standing you can enter or leave a crouch at the **beginning** of your turn. This is a **free action**.

Attacks: -2.

To be targeted by ranged attack: -2.

Active Defence: Any.

Movement: Move Score, but at +1/2 movement point per hex.

Do Nothing B364

Active Defence: Any.

Movement: None.

Mental Stun

Do nothing, roll on IQ to recover at the **end** of turn.

Active Defence: Any at -4.

Movement: None

Stunned

Do nothing, roll on HT to recover at the **end** of turn.

Active Defence: Any at -4.

Movement: None.

Surprised

Do nothing, roll on IQ to recover at the **end** of turn.

Active Defence: Any at -4.

Movement: None.

Wounds B419-420

Major Wound

Any wound over half your HP, make HT roll to avoid knock-down and stunning. Critical or failure by 5 or more causes unconsciousness.

0 or Less HP

HT roll at start of turn to avoid unconsciousness, -1 per full multiple under HP.

Less than 1/3 HP

Halve Move and Dodge, round up.

Ready B366

Pick up or draw an item, regain control of an unwieldy weapon, adjust reach of a long weapon. Perform physical actions like opening or closing doors. Some actions may require multiple consecutive ready maneuvers.

Active Defence: Any.

Movement: Step

Aim B364

Specify the weapon and target. If you follow an Aim maneuver with an Attack you get the ACC of the weapon as a bonus to hit. If you are injured while aiming, make a Will roll or lose the bonus. Aiming for a second turn grants an additional +1, aiming for 3 or more turns grants an additional +3. Bracing grants a +1.

Active Defence: Any, but use of an active defence spoils your aim.

Movement: Step, unless using a braced two handed weapon, then None.

Evaluate B364

Specify one visible opponent who is in reach, or you could reach within one Move and Attack. An evaluate gives you +1 to skill for one subsequent attack. Multiple, consecutive Evaluates can grant a bonus of up to +3.

Active Defence: Any. This does **not** spoil your evaluate.

Movement: Step.

Concentrate B366

You concentrate on a mental task. This can continue for multiple consecutive turns. If you are injured, make an active defence, knocked down, injured or distracted make a Will-3 roll. On a failure the maneuver is wasted.

Active Defence: Any. See notes above.

Movement: Step.

Wait B366

Do nothing unless a particular event you specified occurs. If it happens, you may make an immediate interrupting Attack, Feint, Ready, or All-Out Attack.

Active Defence: You may defend while you are waiting, or after your wait is triggered. If you defend you may not use All-Out Attack.

Movement: None, until event is triggered, then as the interrupting maneuver dictates.

All-Out Defence B366

Increased Defence

Add +2 to one specified active defence. This persists until your next turn.

Active Defence: Any at +2.

Movement: If you specified Dodge, you may move up to half your move. Otherwise, Step.

Double Defence

Apply two different active defences against the same attack.

Active Defence: Any two.

Movement: Step

Retreat B377

Retreat is not a separate defence, but an option you may add to any active defence against a melee attack. You must step directly away from your attacker and not into a front hex. As with a normal step, you must move at least 1 yard, but no more than 1/10 of your move. Retreating gives +1 to Block, +1 to Parry, and +3 to dodge. *Exception: If you parry using Boxing, Judo, Karate, any fencing skill, a retreat gives you +3 to Parry.*

Dodge and Drop B377

You may drop to the ground while dodging, earning a +3 bonus to Dodge. It is similar to a retreat, but only effective against ranged attacks. It also has a drawback: it leaves you prone on the ground.