

Maneuvers (What you can do on your turn):

v4.1

Types of Maneuvers: Preparation, Attack, Move, Defend, Mental. May add [Special] and/or [Extra Effort] to your maneuver		Move	Defense
Ready	Ready or reload a weapon (may require multiple rounds), retrieve a belt item, drink a potion, etc.	Step	Any
[Rapid Recovery]	Pay 1 FP to ready an unready melee weapon instantly (cannot be used to ready ammo)		
Aim (Ranged)	Add the weapon's ACC to your skill for your next Attack. +1 for each AIM maneuver after the first (max ACC+2). *Using any Active Defense cancels the AIM bonus. WILL roll if injured to maintain AIM bonus.	Step	Any*
Feint (Melee)	Quick contest of your weapon/cloak skill vs the target's weapon/cloak/shield skill or DX. Apply win margin next attack (either adding to your skill or subtracting from their defense).	Step	Any
Regular Attack	Melee or Ranged. May step (1 yard/hex) before or after attack	Step	Any
[Mighty Blow]	Pay 1 FP to get +2 to damage, or +1 per dice, whichever is larger. Regular Attack (Melee) only		
All Out Attack (choose one)	Determined (Melee/Ranged): 1 attack, +4 to hit (Melee) / +1 to hit (Ranged) Strong (Melee): 1 attack, +2 damage, or +1 per dice, whichever is larger Double (Melee): 2 attacks Feint (Melee): Make a Feint and then 1 Regular Attack	½ Move (round up)	None
[Deceptive Attack] or [Lead the Target]	Melee or Ranged. For each -2 to your Attack skill (you cannot reduce your skill below 10), the target gets -1 to their Defense. Cannot be used with Charge Attack.		
[Telegraphic Attack]	+4 to hit, the target gets +2 to Defense. Cannot be used with Ranged or Charge Attack or Feint. Does not affect Crit chance.		
Charge Attack	Charge up to your full Move then Attack. -4 to hit (Max Effective Skill 9) Cannot [Retreat]	Move	Dodge/Block
[Heroic Charge]	Pay 1 FP to ignore Charge Attack penalties (-4 to hit and Max Effective Skill 9)		
Change Posture	Prone->Crouch/Kneel->Standing. May go from Kneel->Standing as the "Step" from another maneuver	None	Any
Jump	Distance in yards/hexes is Move/2 or Jumping/4 (x2 with running start, x½ if in combat)	varies	Any
Move Pts equal to Base Move	Move (and face) into forward hex: 1 pt; Turn 1 hex face: 1 pt; obstruction (ally, rock, log, etc.): +1 pt; side/back step (no face change): 2 pts. If used < ½ pts, may end with any facing, otherwise allowed 1 final hex face change.		Any
[Giant Step]	Pay 1 FP to take an additional step, either before or after the attack		
All-Out Defense (choose one)	Increased: +2 to any one Active Defense until your next turn Double: can use two different defenses against an attack, until your next turn	Half	Any
Concentrate	WILL-3 roll to maintain concentration if injured or if you used an Active Defense*	Step	Any*
Do Nothing	If you are doing nothing because you are Stunned, -4 to your Active Defense	None	Any
[Wait]	Define a "trigger", if it occurs perform Maneuver ("If the monster moves within range, Attack!")		

Active Defense (What you can do if you get attacked and you know about it):

From Side or Back hex: -2 (0 with Peripheral Vision); From Back hex(if started there): -4 Dodge (-2 with Peripheral Vision or Blind Fighting roll)	
Dodge	Affected by Encumbrance. May be used multiple times per round.
[Acrobatic Dodge]	Roll vs Acrobatics skill. If you succeed, +2 to Dodge, otherwise, -2.
[Dive!]	+3 to Dodge. Only against Ranged attacks. Posture now Prone.
Parry	May only Parry attack from front or weapon side. Subsequent Parries are at cumulative -4 (-2 if you are using a fencing weapon)
Block	May only Block one attack from front or shield side per round. DB only adds to defenses when attacked from front/shield side
[Retreat]	Step back 1 hex. +3 Dodge/+1 Block/+1 Parry (+3 Parry w/Boxing, Judo, Karate or Fencing weapon) vs 1 Melee attack/round
[Feverish Defense]	Pay 1 FP to get +2 to one Defense roll

Posture	Defense	Melee	Ranged	Move	Dmg after DR: PI- : x½ CR/PI : x1 CUT/PI+ : x1.5 IMP/PI++ : x2 (round down)	Speed/Range Modifier. Range in yards + Move speed [R+M]								
Standing	+0	+0	+0	Move		R+M	0-2	3	4-5	6-7	8-10	11-15	16-20	21-30
Crouch	+0	-2	-2	½ move		To hit	0	-1	-2	-3	-4	-5	-6	-7
Kneel/Sit	-2	-2	+0	½ move		R+M	31-50	51-70	71-100	101-150	151-200	201-300	301-500	501-700
Prone	-3	-4 (C)	-2	1 yd/hex		To hit	-8	-9	-10	-11	-12	-13	-14	-15

Injury: Below ½ HP: ½ Move & Dodge, round up; 0 HP or below: Roll vs HT to stay awake (-1 for each full HT) each rnd, -1xHP: Roll vs HT or die.

Fatigue: Below ½ FP: ½ Move, Dodge & ST, round up; 0 FP or below: Roll vs Will to do anything other than "Do Nothing" or collapse; -1xFP: Collapse

Shock: Reduce IQ and DX based skills by HP lost (max -4) for one round. Does not affect Active Defenses or Knockback check.

Stunned: Active Defenses -4. On next turn must Do Nothing & roll vs IQ to "snap out of it", +1 for every turn in Stun (+6 for Combat Reflexes)

Major Wound: A single injury that is greater than ½ max HP (or a crippling wound). Immediately check for Knockdown.

To hit (Melee): Base Skill + Maneuver/Options + **Shock** + **Situation Modifiers** + Difference in Size Modifiers(SM) + **Posture**.

To hit (Ranged): Base Skill + Maneuver/Options + **Shock** + **Situation Modifiers** + Target SM + **Posture** + **AIM** bonuses (if any) + **Speed/Range Modifier**.

Missed Attack (that may hit others): Roll for each possible target at 9 (or effective skill, whichever is lower). Keep rolling until run out of targets or hit.

Situation Modifiers: Bad Footing: -2, Distraction (clothes on fire, etc.): -2-4, Cover: -2-4, Darkness: -1-9, Blind: -10, Shooting behind cover: -2, Attacking an opponent who is in Close Combat range with another: -2, Grappled: -4, Holding a Large Shield: -2, Attacking from above (Melee): -2, Attacking through unfriendly hex: -4, Using improvised weapon: -1-3, Above target (Ranged): +1, Below target (Ranged): -1, Close Combat (Ranged): -Bulk, etc.

Additional/Optional Combat Options:

[Rapid Strike]	Trade only one of your attacks this round for two attacks. Each attack is -6 to hit (-3 if Trained by a Master or Weapon Master).
[Flurry of Blows]	Halve the [Rapid Strike] penalty (round down) for 1 FP per attack.
[Attack Armor]	Piercing (PI) and Impaling (IMP) attacks can halve (½) torso DR (round down) at -8 to hit. -10 to hit any other location.
[Attack to Disarm]	-5 to hit a reach “C” melee weapon; -4 to hit a reach “1” melee weapon, -3 to hit for anything larger. An additional -2 if you are not using a fencing weapon. Defender can Dodge or Parry , but not Block (and shield DB provides no benefit). Roll a quick contest ST/DX vs ST/DX (+2 if you are using a Jitte/Sai, Kusari, or Whip weapon). The target gets +2 if wielding a two-handed weapon. If you win, the target’s weapon flies 1 hex in a random direction. If the target ties or wins by 1-2, their weapon is merely unready. If the target wins by 3+, there is no effect.
[Attack Weapon, to Break it]	-5 to hit a reach “C” melee weapon; -4 to hit a reach “1” melee weapon, -3 to hit for anything larger. Defender can Dodge or Parry , but not Block (and shield DB provides no benefit). Assume DR 2 for wood, DR 4 for metal and wood, and DR 6 for solid metal weapons. Damage modifiers after DR: PI-: x1/10, PI: x1/5, PI+: x1/3, IMP/PI+: x1/2, CR: x1, CUT: x1.5. Target weight <½ lb: 4HP, <1 lb: 6HP, <2 lbs: 8 HP, <3 lbs: 10 HP, <5 Lbs: 12 HP, <8 lbs: 14 HP, <11 lbs: 16 HP, <16 lbs: 18 HP, <27 lbs: 20 HP. 0 HP or less - Disabled (see DFE56). -1 x HP - Destroyed.
[Slam]	Make a Regular Attack , All Out Attack (Determined or Strong, with a full Move) or Charge Attack (with no penalties) and roll vs DX/Brawling/Sumo to hit, standard defenses apply (although Parry is against a Heavy Weapon B376/DFE49). Calculate damage as Thrust damage -2, plus a bonus based on Move (0-2=+0, 3=+1, 4-5=+2, 6-7=+3, 8-10=+4, 11-15=+5, etc.) added to each die. Both suffer CR damage from other. Lower damage must make a DX roll to stay up (automatically fall Prone if the damage is twice other). If the opponent Dodges , you must move at least 2 hexes beyond, assuming movement left. DFE40
[Shield Rush]	Same as [Slam] , but add your shield DB to your damage and subtract your shield DB from theirs. Cannot use buckler or cloak.
[Sweep]	Roll vs Sweep (default: melee weapon skill -3) to hit, Target may defend. If hit, roll QC vs your Sweep ST vs ST DX Acrobatics or best grappling skill. Target falls if they lose QC.

Knockback: An opponent may be knocked backwards by CR damage (or CUT damage, if it did not make it through DR). Distance knocked back in yards/hex = Damage / (target’s ST - 2), round down. The target must roll against ((DX or Acrobatics/Judo skill) +1 -yards/hex of knockback) or fall **Prone** (Perfect Balance gives +4). If the target is knocked into something/someone, they take CR damage (min 0) based on distance, 1 yard/hex of knockback = 1d-3 CR; 2 yds = 1d-2 CR; 3-4 yds = 1d-1 CR; 1d CR for every full 5 yds.

Knockdown: Whenever you suffer a **Major Wound** (> ½ max HP in a single hit, or a **Crippling*** wound, or whenever you’re struck in the head (Skull, Face, or Eye) or Vitals that causes **Shock**), you must make an immediate HT roll, or fall **Prone** and are **Stunned**.

Total Surprise: When the defenders are taken completely by surprise, they “Freeze” for 1d seconds (except w/Combat Reflexes), then **Stunned**.

Partial Surprise/Initiative: Leader for each side rolls 1d (+2 w/Combat Reflexes or +1 if anyone has Combat Reflexes), Leader with higher IQ: +1, Tactics +1, GM bonus (“we were really prepared”) +1, etc. Losing side is **Stunned**.

Hit Location modifiers:

Location	To Hit	Dmg after DR	Notes
Skull	-7	All types x4	Check for Knockdown (for major wound, -10 to HT roll). Critical Head Blow table B556/DFE100
Eye	-9	All types x4	Same as Skull. Dmg > HP/10, cripples* the eye
Face	-5	COR x1.5	Check for Knockdown (for major wound, -5 to HT roll). Critical Head Blow table B556/DFE100
Neck	-5	CR/COR x1.5, CUT x2	Anyone killed by cutting damage to the neck is decapitated.
Torso	0		
Vitals	-3	IMP/any PI x3	No other damage type may target the Vitals. Check for Knockdown
Groin	-3	IMP/any PI x3	Same as Vitals, and Males suffer x2 Shock (max -8) from CR damage & check for Knockdown (-5 to HT roll)
Arm/Leg	-2	IMP/PI+/PI++ x1	Dmg > HP/2 from 1 blow cripples* , but beyond the minimum required to cripple is lost. -3 to all DX skills
Hand/Foot	-4	IMP/PI+/PI++ x1	Dmg > HP/3 from 1 blow cripples* the extremity, but injury beyond the minimum required to cripple is lost.