

Defensive Maneuver

Block

Halt or deflect incoming attack, usually with a shield. Simply roll defence with the shield's DTN.

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Block Open & Strike

Block or parry attack wide open, then use other (usually primary) weapon to attack.

Defend normally as for block/parry, except for additional activation cost. If you win, your follow-up attack on the next exchange gains 1 additional die for every success in the margin.

Requires proficiency level 6.

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Counter

Receive opponent's attack, then use it against him.

Pay activation cost, then roll as for a parry. If you win, every success the *attacker* rolled gains you 1 extra die for the next attack. Additionally, roll on table 3.4 (page 64) to find the exact effect of your counter.

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Expulsion

Only against thrusting attacks or slashes made with 4 dice or less. Declare “expulsion” alongside a standard parry. Pay activation cost. If you win, each success in the margin reduces opponent's CP by 1 against your *thrusting* attack in the following exchange.

Requires proficiency level 5.

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Grapple to Trap

Declare and pay activation cost.

If you win, every success in the margin adds one die to the following attack (next exchange) for a punch, kick or pommel strike. Attempts to hold lead to wrestling, also with the same bonus dice for the first round.

Requires proficiency level 3.

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Grapple to Throw

Declare and pay activation cost.

You can opt to throw the opponent far or hard.

Requires proficiency level 3.

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Grapple to Pin

Declare and pay activation cost.

If you win, your opponent is held (1-3 successes) or pinned (4+ successes). A tie or failure leads to wrestling.

Requires proficiency level 3.

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Half-sword

Grasp blade of sword with off-hand and use it like a spear. Reduce length of weapon by 1 or 2 steps (your choice). +3 damage when thrusting against armours (e.g. during counter). ATN 5, DTN 6.

Shift freely at any, except when going to half-swording during an exchange, then pay 1 CP and roll Reflex/TN 6.

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Parry

Use your weapon to deflect an incoming attack. Simply roll defence using the weapon's DTN.

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Retreat

(aka Full Evasion)

Roll defence against TN 4.

If you win, combat is interrupted, no party can attack on the next exchange, and a new initiative occurs.

Not possible if you attacked in the immediately previous exchange.

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Partial Evasion

Dodge the incoming attack, roll against TN 7.

You may take initiative on the next exchange by paying 2 CP or if opponent fumbles or fails completely.

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Duck and Weave

(Evasion)

Dodge attack and close in. Roll against TN 9.

If you win, you may attack on the next exchange as if your opponent had botched his attack (CP reduced by half the number of dice spent in the attack).

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