

G U R P S

Fantasy

MARTIAL ARTS

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Yrth 'Martial Art' Styles

Some of the styles presented here are based on actual fighting techniques used on Earth. They represent very advanced fighting techniques, and it is perfectly defensible to allow PCs to study stripped-down versions of any style. Fantasy arms-masters mostly do not view their styles holistically, and are happy to teach techniques separately. Final choice in this matter lies with the GM.



Megalos

In the early days of Megalos, every citizen was a soldier and martial skills were widespread and considered essential to a well-rounded upbringing. Even now after the citizen armies have been long abandoned, military training is still part of a proper education for every male Megalian. For most, this means little more than the basics of handling shield and spear and a degree of physical conditioning at the public *gymnasion*, but dedicated practitioners go farther than that.

HOPLOMACHIA

7/14 POINTS

Teachers of the *hoplomachia* (lit. 'armed combat') as well as the empty-hand sports of boxing, wrestling and *pankration*, offer their services to eager youths. Their status is disputed, some think of them essential to a city's military strength while others regard them as dangerous men of doubtful morals. Indeed, some philosophers argue that this kind of training is detrimental to a soldier since it teaches him how to defend himself rather than rely on his comrades in the firm battle line.

Hoplomachoi lead with their heavy round shields (PD 3, 15 lbs), often held out at an angle in front of the body or even horizontally, with the rim pointed at the opponent. Attacks are often led by shield bashes and executed with the spear, targeting unarmored locations. Fighters are trained to use the pointed butt spike aggressively when an occasion presents itself. Some use slashing broadswords as secondary weapons, but short-swords are more common. All are trained to grapple and stab with their swords or butt spikes in close combat.

Primary Skills: Shield; Spear; Wrestling

Secondary Skills: Boxing or Brawling; Broadsword or Shortsword; Running

Maneuvers: Close Combat (Broadsword or Shortsword); Hit Location (Spear); Lunge (Spear); Spinning Strike (Spear)

Cinematic Skills: Immoveable Stance

Cinematic Maneuvers: Enhanced Block

ARMATURA

7/-- POINTS

The *armatura* is taught by professional instructors, sometimes brought in from gladiatorial schools. Megalian soldiers positively prided themselves of their knowledge of dirty tricks, and any number of unsporting Maneuvers could reasonably be added to the style.

Soldiers are trained to lead with their shields carried on the long arm and used aggressively to bash or shove the enemy. They attack with the sword around the sides, preferring the stab to the cut so as not to expose themselves. Auxiliaries also use a stabbing spear. Close combat techniques are less emphasized.

Primary Skills: Broadsword (for auxiliaries) or Shortsword (for legionaries), Hiking; Shield; Spear (for auxiliaries) or Spear Throwing (for legionaries)

Secondary Skills: Brawling; Knife; Spear Throwing (for auxiliaries) or Spear (for legionaries); Wrestling

Optional Skills: Axe/Mace; Bow; Riding (horse); Sling; Swimming

Maneuvers: Feint (Broadsword or Shortsword); Hit Location (Broadsword or Shortsword); Retain Weapon (Broadsword or Shortsword)

Cinematic Skills or Maneuvers: Extra Fatigue, Fearlessness, Immoveable Stance Skill, Power Blow (shortsword), Enhanced Block and Kiai (the *barritus* battle-cry).

ARMATURA EQUESTRIS

13/-- POINTS

The cavalrymen of the Empire combine the martial traditions into a composite, highly effective fighting style that blends standoff engagements (every cavalryman has to be proficient with either the javelin, spear or the bow) with hand-to-hand techniques.

The horsemen of the Empire face the enemy with their shield side, protected by a medium shield of light construction wielded in a mobile blocking style. Some are trained as mounted archers (slipping the shield behind their back on a sling rather than abandoning it altogether), but the majority use the spear and javelin as their main arms. Thrusting broadswords similar to those used by the auxiliaries are worn and competently handled by all cavalrymen. (Some cavalrymen are recruited from the infantry and already are fully trained in the *armatura*).

Primary Skills: Bow [2] or Spear Throwing; Broadsword; Riding (Horse); Shield; Spear

Secondary Skills: Knife; Swimming; Wrestling

Optional Skills: Axe/Mace; Brawling; Fast Draw (Arrow or Javelin)

Maneuvers: Direct Mount; Fighting While Mounted (Spear); Fighting While Mounted (Broadsword); Hit Location (Spear); Horse Archery or Mounted Shooting (Javelin); Mounting Vault; Swim with Mount; Twirling Javelin (javelineers only)

Cinematic Skills and Maneuvers: No cinematic Skills or Maneuvers other than incredibly high levels of skill with their ranged weapons are reported of Megalian cavalrymen (one of them left an epitaph commemorating how he shot an arrow into the air, then split it in two with a second before it hit the ground, while on the back of a swimming horse in the middle of a river!). Some units are specifically trained to cross bodies of water with their mounts in formation.

Caithness

Traditionally, strength is the most admired attribute in a warrior, though speed and dexterity counts for a lot in practice. The most common main weapon is the spear, with many warriors carrying several light ones for throwing and a heavier thrusting weapon for close-quarter fighting. Wealthier men use heavy broadswords geared primarily towards slashing blows, with axes and large fighting knives (Shortsword Skill) still commonly used in battle.

CLASSIC ERA FOOT COMBAT

10/18 POINTS

Warriors trained in this oldest of schools lead with their light shields, actively blocking incoming blows and missiles. The shields are quickly destroyed in battle until only the iron boss remains, which is used as a weapon of defense and offense in the left hand. Parrying with the weapon is only the last line of defense. The main weapons of attack are the spear and axe or (if owned) the sword. Very strong men sometimes specialize in the two-handed axe.

Primary Skills: Brawling; Shield; Spear; Spear Throwing; one of Axe/Mace, Broadsword, or Shortsword

Secondary Skills: Bow; Buckler; Two-Handed Axe/Mace; Wrestling

Optional Skills: Axe Throwing; Knife; Riding (Horse); Swimming

Maneuvers: Close Combat (Sword or Axe/Mace); Hit Location (Spear); Hook (Axe); Kicking; Off-Hand Weapon Training (Sword or Axe/Mace)

Cinematic Skills: Kiai; Power Blow (Sword or Axe/Mace)

Cinematic Maneuvers: Enhanced Block

EARLY KNIGHTLY MOUNTED COMBAT

12/14 POINTS

Those trained in this older style of combat rely heavily on their large round or kite-shaped shields to protect themselves. They lead with the shield side both on foot and mounted, attacking with long spears one-handed. Their broadswords, status symbols and main weapons in man-to-man combat, are used mostly to deliver over-arm slashing blows, while a couched spear can be devastating during a charge.

Primary Skills: Broadsword; Riding (Horse) [2]; Shield; Spear; Wrestling

Secondary Skills: Axe/Mace; Brawling; Knife; Spear Throwing

Optional Skills: Animal Handling; Bow; Swimming; Throwing

Maneuvers: Direct Mount; Fighting while Mounted (Broadsword); Fighting while Mounted (Spear); Hit Location (Spear); Mounting Vault; Retain Weapon (Spear); Spear couching

Cinematic Skills: Power Blow (Spear); Kiai

Cinematic Maneuvers: Enhanced Block.

STANDARD KNIGHTLY MOUNTED COMBAT

11/12 POINTS

Knights of this style are still skilled in multi-role combat, but the emphasis is much more on horsemanship and the use of the lance. They lead with the right, often discarding the shield altogether, and avoid dismounting. Their style of swordsmanship favors the stab over the slash, and parrying is more important. Often, fighters will grip their swords with two hands for extra power (+1 damage).

Primary Skills: Axe/Mace; Broadsword; Lance; Riding (horse) [2]; Wrestling

Secondary Skills: Bow or Crossbow; Brawling; Buckler; Knife; Shield

Optional Skills: Animal Handling; Climbing; Spear

Maneuvers: Direct Mount; Fighting While Mounted (Axe/Mace); Fighting While Mounted (Broadsword); Hit Location (Lance); Tip Slash (Lance)

Cinematic Skills: Power Blow (Broadsword)

Cinematic Maneuvers: Enhanced Parry and Enhanced Block.

Megalos/Cardiel

NEW MEDIEVAL KNIGHTLY COMBAT

15/-- POINTS

Knights that have studied this newer style face their opponent squarely or leading with the left. They discard the shield in favor of two-handed weapons, favoring the 6-7' poleaxe with thrusting spikes on either end. This is held by a centered grip like a staff, diagonally in front of the body for better parrying ability. The bastard sword is often handled in a similar fashion, concentrating on defense. (GMs may want to consider allowing the Improved Parry Maneuver for Two-Handed Sword). Refined grappling techniques and a repertoire of knife moves to complement them rounds out their foot combat training. On horseback they are limited almost completely to their role as lance-fighters, though they train with the bastard sword for single combat against cavalry and infantry. Maces and picks are widely carried as secondary weapons for their armor-piercing ability.

Primary Skills: Axe/Mace; Lance; Polearm; Riding (Horse); Staff; Two-Handed Sword; Judo

Secondary Skills: Brawling; Broadsword; Knife

Optional Skills: Animal Handling; Spear

Maneuvers: Close Combat (Knife); Counterattack (2-Hd. Sword); Direct Mount; Fighting While Mounted (2-Hd. Sword); Hit Location (2-Hd. Sword); Hook (Polearm); Spinning Strike (Polearm); Sweep (Polearm)

Cinematic Skills and Maneuvers: Enhanced Parry.

Al-Wazif/Al-Haz

The fighting style of the early Muslim armies is still shrouded in mystery, but it is known that, in defiance of a long-standing myth Islamic horsemen wear armor, often more than their Christian opponents. However, their training and tactics fit them better to the role of light cavalry. Their reliance on the bow prevents them from using large shields and entailed the development of a two-handed lance-fighting style. They are also very fond of exotic weapons such as fire siphons, naphtha grenades and crossbows that can shoot primitive molotov cocktails! Contemporary with the knights, a class of professional warrior emerged in the Islamic world that developed this style to a fine art. Keep in mind, though, that not all Islamic warriors are trained to such exacting specifications.

FURUSIYYA

15/23 POINTS

Practitioners of *furusiyya* are trained in a fast-paced, fluid style of combat keeping their distance from their enemies and engaging them only on ground of their choosing. Mounted, they alternate between showering the enemy with arrows and swooping in for a devastating lance attack. Their swordsmanship emphasizes the cutting stroke and some of them use an intriguingly cinematic two-sword style.

Primary Skills: Bow; Broadsword; Riding (Horse) [2]; Spear

Secondary Skills: Axe/Mace; Fast-Draw (Arrow); Knife; Lance; Shield; Wrestling

Optional Skills: Brawling; Crossbow; Equestrian Acrobatics; Fire Siphon; Throwing

Maneuvers: Attack and Fly Out; Fighting While Mounted (Spear) [2]; Fighting While Mounted (Broadsword); Hit Location (Spear); Hit Location (Broadsword); Horse Archery; Mounting Vault; Off-Hand Weapon Training (Broadsword)

Cinematic Skills: Zen Archery would be appropriate, though the flavor is very different from the meditative Kyudo.

Cinematic Maneuvers: Dual Weapon Attack (Broadsword); Enhanced Parry

Elven Styles (Great forest, etc.):

Sylvan War Lore (see p. MA112) was originally developed with the elven aesthetic in mind. It proved to be so effective that it was eventually taught to other Sylvan races -- Fauns, Leprechauns and the like, in

order to help defend against human and Orc depredations. However, while Sylvan War Lore is the most common Elven martial art, it is not the only one, nor was it the first. For millennia Elves have kept their most powerful and elegant fighting styles secret even from other Sylvans.

In addition to the standard Skills and Maneuvers associated with each Elven style, certain spells are frequently used by certain styles. The prerequisites for spells common to a style are assumed and not mentioned individually.

Note also that non-Elves, even Sylvans, are never taught any of these styles. Even Half-Elves only rarely earn the right to study them, and then only as a reward for great deeds or if particularly high potential is detected, which can be represented by a fairly costly Unusual Background (20 points). If any non-Elves were to demonstrate knowledge of any of these styles, at best they would be hunted down, captured and magically "deprogrammed;" at worst they would become the targets of the Cloud Shadows.

These are but six of the Elven styles developed by the Fae-folk over the centuries. From the swashbuckling Blade Dancers to the stealthy Cloud Shadows, from the serene and deadly Bow Singers to the pacifistic masters of the Way of the Tree, from the primal Wolf Runners to the chivalric Eternal Defenders, the true Elven Masters are feared by all of Nature's enemies. In most cases the Combat Art is every bit as important to the Elven martial artist as the Combat Skill, as required by their racial Code of Honor. The cinematic advantage Trained by a Master is available for all of these styles, GM permitting. Cross training in more than one style is not common but does occur among the older masters, where the styles are compatible.

BLADE DANCING

14/22 POINTS

Fencing is the heart of Blade Dancing. The skill is learned with a primary focus on the Elven longsword but the Elven smallsword is also taught (see New Weapons, below). The most common practice of Blade Dancing is a two-handed style with longsword in the dominant hand and smallsword in the off-hand; the latter is usually used defensively. However, some individuals prefer saving the off-hand for a cloak, buckler, the Elven equivalent of the Main-Gauche or nothing at all. If available, the Weapon Master (Fencing) advantage is open to Blade Dancers.

As the name implies, dancing is also an integral part of the Blade Dancer's training. A fight just isn't a fight without some sense of choreography to it, even if the opponent is less than cooperative. For this reason anyone with Style Familiarity: Blade Dancing who is faced with such an artist gets an additional +1 to defend against their attacks. Unfortunately the only beings likely to be familiar with Blade Dancing are other Blade Dancers. On the rare occasions that two Blade Dancers meet in mortal combat - an Elf against a Dark Elf, for instance -- the fight can easily reach epic lengths, as both parties will tend to get lost in the beauty of the dance. Not surprisingly, many Blade Dancers are also Bards and musicians. Luck, Daredevil and Ambidexterity are common advantages.

Movement spells, especially Wallwalking and Blink, are favorites among Blade Dancers, as are spells that will enhance their grace, such as Dexterity, Balance and Ambidexterity. Legends abound of Dancing Masters who use advanced Sound spells and even Illusions to provide their own soundtracks and lightshows.

Primary Skills: Acrobatics; Dancing; Fencing; Fencing Art; Savoir Faire

Secondary Skills: Fast Draw (Sword); Fast Talk; Jumping; Tactics

Optional Skills: Brawling; Buckler; Cloak; Main-Gauche; Musical Instrument; Poetry; Singing; Stealth

Maneuvers: Close Combat (Fencing); Corps-a-Corps; Feint (Fencing); Fleche; Hit Location (Fencing); Lunge; Off-Hand Fighting (Fencing or Main-Gauche); Riposte; Stop Hit

Cinematic Skills: Light Walk

Cinematic Maneuvers: Dual-Weapon Attack (Fencing); Enhanced Parry (Fencing)

CLOUD SHADOWS

12/23 POINTS

The Cloud Shadows are the spies, scouts, and sometimes assassins of the Elves. It is a rare style favored by the Dark Elves although not exclusively so. An Elf would have to have a very good reason to employ the deadlier skills of this Art, however. These reasons are usually tied to the protection of important Elven secrets or to their racial Sense of Duty to Nature.

Cloud Shadows are deadly combatants when they are seen, but some would argue that their mission has failed when open combat occurs. Through the use of Stealth, Invisibility Art, the Invisibility spell, and the clever employment of Sound and Illusion spells, there are few living creatures capable of avoiding detection as well as the masters of this style.

While Cloud Shadows are quite adept at unarmed combat, theirs is primarily a weapon art. The most common choices of primary weapons are the short sword or knife and the short bow, with fencing weapons and throwing knives following closely behind. The Weapon Master Advantage, both the general and specific forms, is common to the masters of this art.

Sound, Light/Darkness, and Body Control spells are a must for Cloud Shadows. Illusion, Air, Communication/Empathy, and Mind Control spells are also common. Assassin Cloud Shadows almost always learn the Deathtouch spell as well, which is deadly when used in conjunction with the Hand of Death skill.

Primary Skills: Brawling; Camouflage; Climbing; Jumping; Stealth; Wrestling; any two Weapon Skills

Secondary Skills: Acrobatics; Survival (Woodland); Swimming; other Weapon Skills

Optional Skills: Breath Control; Escape; Hypnotism

Maneuvers: *Feint* (Weapon or Brawling); Ground Fighting; Hit Location (Weapon or Brawling);

Riposte

Cinematic Skills: Blind Fighting; Breaking Blow; Hand of Death; Invisibility Art; Light Walk; Mental Strength; Power Blow; Pressure Points; Pressure Secrets

Cinematic Maneuvers: Binding; Roll with the Blow

BOW SINGING

6/26 POINTS

Next to Sylvan War Lore, this is the most common style for Elves to learn and is largely responsible for the Elves' reputation as experts with the bow. The masters of this art are truly fearsome with the Elven longbow. The Weapon Master (Bow) Advantage is essential to this style in campaigns in which it is allowed.

While singing isn't as integral to the Bow Singer style as dancing is to the Blade Dancers, it is still a common skill. Many Bow Singers use song to focus their concentration on their art. The sound of the Elves' ethereal voices singing gentle, melodious tunes, along with the harmony of an arrow in flight have been the last sound ever heard by many an unfortunate Orc. These artists often perform Singing and Meditation as one single action.

Bow Singers sometimes study their weapon to the exclusion of all others, taking a Major Vow to use no other weapon, but this is not required. Some of the style's practitioners have learned to use their bows to parry missile weapons, although this can only be accomplished when there is no arrow nocked in their own bows. They are also capable of using their bows to parry melee weapons but few Bow Singers will risk damaging their beloved weapons this way. Rather they have perfected the art of avoiding attacks altogether. The masters of the style have also learned the legendary trick of nocking and firing two arrows at once; this is reflected in the Dual-Weapon Attack cinematic maneuver and takes an extra round to ready. Fast drawing two arrows at a time is at -2.

Bow Singers almost always learn the Dexterity and the Hawk Vision spells. Singers with a mind toward defense often learn Shield and Missile Shield as well. Elemental spells are also commonly studied toward the end of learning Fiery Missiles, Lightning Missiles and/or Icy Missiles to use on their arrows and Shape Stone/Metal to make arrowheads. All Bow Singers are required to learn Shape Plant to make their own bows and arrows. This spell is absolutely necessary, along with master-level skill in Armoury (Bowyer/Fletcher), in order to fashion an Elven longbow.

Primary Skills: Armoury (Bowyer/Fletcher); Bow; Fast Draw (Arrow); Meditation; Stealth

Secondary Skills: Brawling; Camouflage; Parry Missile Weapons (Bow); Survival (Woodland); Tactics (Ranged Combat)

Optional Skills: Musical Instrument (usually stringed); Singing; other Weapon Skills

Maneuvers: Hit Location (Bow)

Cinematic Skills: Blind Fighting (Bow only); Pressure Points (Bow only); Pressure Secrets (Bow only); Zen Archery

Cinematic Maneuvers: Dual-Weapon Attack (Arrow); Enhanced Dodge

THE WAY OF THE TREE

7/37 POINTS

The disciples of the Way of the Tree are perhaps the most rare Elven martial artists of all. Only true adherents to the style's ultra-pacifistic philosophy are ever taught this style. However, the masters of this art are nearly impossible to defeat when forced to defend themselves or Nature.

Disciples of the Way of the Tree must learn their Philosophy at IQ level or higher. As the name implies, this philosophy holds the tree as the ultimate example of how to live, especially as life pertains to violence. The tree lives its life aiding the life cycle and, most importantly, doing no harm. It is steadfast and resilient and always protects all that it shelters. Followers of the Way must take the Disadvantages Major Vow: Use No Weapons, Pacifism: Self-Defense Only and Pacifism: Cannot Kill, as well as the Code of Honor: Protect All Innocents (-5). The pacifism practiced by the Way is very nearly Total Non-Violence. Its practitioners will defend themselves and other innocents and most assuredly the Nature they are sworn to protect, but neither will they kill nor cause any lasting (i.e. crippling) harm to their enemies. Plant Empathy is almost universal among disciples and Animal Empathy is common, but neither is required.

The Way of the Tree is one of the few Elven styles that does not teach the relevant Art skill (in this case Judo Art) as part of its requirement. This is because the philosophy of the Way considers it unseemly to make art out of any act of violence, no matter how non-lethal.

All followers of the Way of the Tree learn extensively from the Plant College of magic and often the Animal College as well. Body Control, Mind Control, and Healing magic are also common, both to aid in non-damaging combat and to repair any damage they may inadvertently cause. Air, Water, and Earth spells are standard areas of study but disciples of the Way are loath to learn any Fire spells, with the exception of Extinguish Fire. While such Elves will learn Ignite Fire as the necessary prerequisite, they will not cast the spell once it is learned. Most disciples rely on Water spells for the same purpose. Exceptionally noble disciples have attempted to learn Resist Fire and Flameturning to help protect their forests but few are able to stomach learning all of the necessary prerequisites.

Primary Skills: Judo; Philosophy; Meditation; Naturalist

Secondary Skills: Botany; Camouflage; Climbing; Stealth;

Optional Skills: Any Medical or other natural Science skills; Musical Instrument; Singing

Maneuvers: Arm/Wrist Lock; Breakfall; Disarming

Cinematic Skills: Blinding Touch; Mental Strength; Pressure Points; Pressure Secrets; Push; Yin-Yang Healing (or its equivalent)

Cinematic Maneuvers: Enhanced Dodge; Enhanced Parry (Judo); Hand Clap Parry; Roll with the Blow; Sticking

THE FOREST RUNNERS

17/23 POINTS

Sometimes called the Wolf Runners or the Fae Beasts, the Forest Runners have used an intimate knowledge and understanding of animals to develop one of the deadliest styles of all the Elven martial arts. All of its practitioners either have or develop the Animal Empathy advantage, and many have the Beastkin Advantage as well. The Minor Vow of Vegetarianism is common but not required (except of the Beastkin).

Other Elves often look upon Forest Runners with a mixture of confusion, envy, and pity. These Elves seek elegance in the perfect communion with nature, particularly the animals, an interpretation that is not often shared by their kin. Their Sense of Duty to Nature is taken extremely seriously, even by Elven standards, and they can sometimes become quite feral in their pursuit of natural synergy. The Forest Runners tend to be minimalists when it comes to clothing and fashion and will never wear any armor beyond furs or light leather, and only rarely those. Moreover it is uncommon for Forest Runners to use weapons at all and even then they usually restrict themselves to stone axes, knives or spears (Major or Minor Vow, respectively). The Weapon Master Advantage is obviously inappropriate for this style. The disadvantages Primitive and Technophobia are common, as is Claustrophobia.

Obviously Animal magic is integral to the Forest Runner style with Shapeshifting spells considered to be the height of mastery. A common practice among Runners is to use the Partial Shapeshifting spell (p. G11) to assume predatory teeth and claws while engaged in combat. True lycanthropy is typically viewed as a blessing of the Eternal among the more fanatic Forest Runners. As all of the Runners' skills and maneuvers were derived from studying and emulating various animals, most of them may be utilized even in full animal shapes, at the discretion of the GM. Healing, Sound, Plant and Elemental (Air and Water) spells are also common.

Primary Skills: Jumping; Karate; Karate Art; Running; Stealth; Survival (Woodland)

Secondary Skills: Acrobatics; Camouflage; Climbing; Tracking

Optional Skills: Animal Handling; Musical Instrument (usually percussive); Singing; Veterinary

Maneuvers: Cat Stance; Feint (Karate); Ground Fighting (Karate); Hit Location (Karate); Jab; Jump Kick; Kicking; Riposte (Karate); Spin Kick; Sweeping Kick; Neck Snap

Cinematic Skills: Blind Fighting; Light Walk; Power Blow; Flying Leap

Cinematic Maneuvers: Acrobatic Kick; Springing Attack

ETERNAL DEFENDERS

11/25 POINTS

The Defenders of the Eternal is the closest thing to a religious and chivalric order that the Elves have produced. They are the self-proclaimed protectors of Life, Nature, the Eternal (see p. F36-37) and everything Sylvan. Dark Elves often name themselves Defenders and pursue mastery of this art, creating a marked schism in interpretation of the philosophy of the style.

The Defender style centers on the Fae Knife (see New Weapons, below), a light, pointed, hand-and-a-half sword similar to the Katana but with a straight, two-edged blade. The Fae Knife uses the Katana skill and like the Katana it may be used interchangeably one- or two-handedly (at +1 to damage for two-handed use) with Parry at 1/2 skill when used one-handed and 2/3 skill when used two-handed. The Weapon Master (Katana) advantage is available to Defenders where appropriate.

The Defenders follow a Code of Honor, the tenets of which are: own no more than you can carry; never refuse a worthy request for help; defend Nature at all costs; always protect the innocent and those weaker than yourself; and never put personal feelings or honor over the welfare of others. Obviously, the Dark Elf version of this Code is selective in its interpretation, only including Sylvans in the "innocent/weaker" and request for aid categories. This Code is worth -15 points (-10 for Dark Elves).

Fanaticism and Megalomania are not uncommon disadvantages for Defenders, as is Pacifism: Cannot Harm Innocents.

The standard practice of the style is to fight with the Fae Knife alone, although dual-weapon variations do exist. While the shield is not a native tool for Elves, it has been adopted by many of the Fae-folk for its defensive capabilities and is sometimes used by Eternal Defenders. Defenders may or may not wear armor as a matter of personal preference. Light mail (see "Ancient and Fantasy Armor Revisited" by Dave Steele for stats on light mail), usually enhanced with Fortify, Deflect and Lighten spells, is popular and Silversilk (similarly enchanted) is sometimes bestowed upon the Masters of highest status and reputation. The bow is one of the few weapons that Defenders will learn in addition to the Fae Knife but they only use them when necessary.

Eternal Defenders often recognize that the best way to defend the Sylvan lands, especially from human encroachment, is through diplomacy not warfare. As such many Defenders are trained diplomats and bards and some even study human politics. Defenders are often charismatic and generally have excellent reputations among Sylvans.

Typical spell choices for Defenders are Protection, Body Control, Mind Control, Communication/Empathy, Healing and Movement spells. The various Nature Colleges (Animal, Plant and Elemental) are also common, as are most battle magic spells.

Primary Skills: Breath Control; Katana (Fae Knife); Katana Art (Fae Knife); Meditation; Philosophy; Savoir Faire

Secondary Skills: Acrobatics; Body Language; Diplomacy; Parry Missile Weapons; Tactics

Optional Skills: Bard; Bow; Brawling; Politics; Shield; Stealth; Wrestling

Maneuvers: Feint (Katana); Hit Location (Katana); Lunge; Riposte; Stop Hit

Cinematic Skills: Blind Fighting; Body Control; Flying Leap; Immovable Stance; Light Walk; Mental Strength; Power Blow (Katana only)

Cinematic Maneuvers: Enhanced Parry (Katana); Whirlwind Attack

Daga-Shai (Half-Orc Assassins)

GORESH-KA

12/15 POINTS

This martial art style was developed by Goresh Lekh, the first Master of the Daga-Shai, and incorporates elements of Sahudese martial arts with the fighting techniques familiar to most Half-Orcs. Goresh-Ka stylists use stealth to close to within grappling distance of an unsuspecting target, then kill him with either knife, garrote, or bare hands. When unarmed, the Daga-Shai will always attempt to grapple and take down the opponent, preferably stunning them with a Head Butt, Knee Strike, or Pile Driver. Close Combat and Ground Fighting maneuvers are used to put the opponent at a disadvantage when defending or counter-attacking. The Goresh is considered a master of Goresh-Ka for the purposes of purchasing the Trained by a Master advantage.

Primary Skills: Brawling (P/E), Wrestling (P/A), Stealth (P/A)

Secondary Skills: Body Language (M/H)

Optional Skills: Breath Control (M/VH), Throwing (P/H)

Maneuvers: Arm Lock (Average), Choke Hold (Hard), Close Combat-Knife (Average), Drop Kick (Hard) Ground Fighting-Wrestling (Hard), Head Butt (Average), Head Lock (Hard), Hit Location-Knife or Knife Throwing (Hard), Knee Strike (Average)

Cinematic Skills: Immovable Stance (P/H), Kiai (P/H)

Cinematic Maneuvers: Piledriver (Hard)

Tactics

The Daga-Shai may shadow their targets for days before making their move. They like to familiarize themselves with their victim's routine, movements, and habits, and then set up an ambush, preferably when the target is alone. They prefer attacking at close range with small, easily concealed weapons. If forced to make a hit in public they will arrange a distraction to cover their escape. The Daga-Shai generally work alone on assignment, but will work in pairs or small groups for difficult jobs.

Weapons and Equipment

- **Ka-da (DX, Boxing, Brawling, or Karate)** -- Leather gloves reinforced with metal strips on the back and metal studs on the knuckles. Provides DR 3 to the hands and, like brass knuckles, adds +2 to damage with fists. Unlike brass knuckles there is no penalty to use weapons while wearing the Ka-da; however, skills requiring fine manual dexterity will be at -4 DX.
- **Sarash** -- A mottled, tan colored cloak with hood and veil worn by most Daga-Shai. Provides +2 to the camouflage skill when in a desert or sandstone environment.
- **Shatara (DX-5, Shortsword)** -- This primary melee weapon of the Daga-Shai is a sturdy single-edged shortsword with a sharp point for stabbing. Deep, regularly spaced slots are cut into the non-edged side of the Shatara. The Daga-Shai may attempt to parry at -4 to catch an attacker's weapon in one of the slots. He may then immediately attempt to either disarm the attacker by making a quick contest of weapons skills, or break the attacker's weapon, doing SW crushing damage.

	Weapon Type	Damage	Reach	Cost	Weight	Min ST	Notes
	Shatara	imp thr	1	\$500	3	10	Can disarm or break weapon
		cut sw	1				

Other Territories

Zarak:

Poleaxe fighting (see below)

Sahud:

Just about any Asian martial art style could be here (see pp. MA77-106)

Araterre:

Most fencing styles would be available here (see p. SW28-30)

Orclands:

Smasha (see p. MA111)

Winged folk (Zarak?, Great forest?):

Aerie fighting (see p. MA109)

Close Combat Styles

COMBAT WRESTLING

16/17 POINTS

While open-hand forms are not usually very highly regarded in Yrth, arms-masters have developed an effective style of unarmed combat. Combat wrestling has no pretensions to elegance or nicety (the farthest the masters go in this direction is to label certain moves "not convivial", i.e. not to be used in friendly bouts). Despite the name "wrestling," it includes blows and kicks as well as holds and throws. The techniques are quite sophisticated, justifying the Judo and Karate Skill, but unlike many "soft"

Eastern techniques the emphasis is never on allowing weaker fighters to turn the opponent's strength against him. Many combat wrestling moves require great strength to use, and the idea of a wizened old master effortlessly defeating a young student would seem preposterous.

Combat wrestling is a fast and furious style relying mostly on infighting, though it also includes some attacks used at arm's length. Fighters circle each other, exchanging blows and looking for an opportunity to apply a hold or effect a takedown. Striking techniques are sophisticated (using the expanded Hit Location rules on p. CII53 is suggested), but kicks do not see much use. Throws designed to drop the opponent in some dangerous manner, preferably on the head, are a major feature. (A Judo Throw to drop the opponent on his head is at -6. To bring down this penalty, the Hit Location (Judo) Maneuver is used. GMs may want to expand on the creative uses of "drop locations.") Most fights end in close combat as one opponent cripples or knocks out the other.

Primary Skills: Judo; Karate

Secondary Skills: Body Language

Optional Skills: Knife

Maneuvers: Arm Lock; Choke Hold; Disarming (Judo); Elbow Strike; Eye Gouging; Face Attacks; Feint (Karate); Finger Lock; Ground Fighting (Judo); Head Butt; Head Lock; Hit Location (Judo); Hit Location (Karate); Neck Snap

Cinematic Skills and Maneuvers: Pressure Points (this models the reputed ability of master wrestlers to cripple limbs with excruciatingly painful blows).

DAGGER FIGHTING

14/- POINTS

Large, often double-edged knives with a strong thrusting point are the most common weapon of self-defense carried in Yrth's cities. Consequently, martial arts teachers consider using them, and defending against them, a very important ability. Some such knives could be very long (up to 18" in length), almost shortwords. Soldiers sometimes carry these as secondary weapons.

Dagger fighting (sometimes also called dagger-wrestling, pointing to the strong role grapples and throws play in it) is a morally dubious technique. It is taught regularly, but many good citizens question the motives of teacher and student alike as it is of most use to footpads, burglars, and young hotheads looking for trouble. It is unlikely that this refined art would ever be found much in the underclass, but it would be ideal for thief characters (if they could afford a teacher). It is certainly popular among university students, apprentices, and wealthy young men with nothing better to do.

Dagger fighting is a fast and furious style alternating between intervals of circling each other at a distance and quick bouts of close stabbing, grappling, shoving, and punching. Students are taught to fight both with one and two blades, keeping the opponent at a distance with quick jabs until they see an opening in his defense, then closing in for the kill. Great attention is paid to disarming moves, but it is likely that both sides would come out of such a fight badly cut at best.

Primary Skills: Brawling; Judo; Knife

Secondary Skills: Fast-Draw (Knife)

Optional Skills: Knife Throwing

Maneuvers: Arm Lock; Armed Grapple; Close Combat (Knife); Disarming (Judo); Eye Gouging; Face Attacks; Feint (Knife); Finger Lock; Knee Strike; Off-Hand Weapon Training (Knife); Retain Weapon (Knife)

Cinematic Skills and Maneuvers: Toughness and Extra Hit Points.

Sword Forms

SHORTSWORD FIGHTING

16/24 POINTS

Many commoners throughout Yrth use handy, light (and cheap) shortswords, and in some areas they are legally restricted to them, broadswords being reserved for the nobility. Shortswords, like daggers, can be worn with street clothes even in the city and used in tight corners.

Shortsword fighting is used by unarmored or lightly armored combatants relying on deft footwork and quick parries for their protection. Some use two swords, one to defend and the other to attack. The razor-sharp swords are primarily designed for cuts, though most have a stabbing point, and fighters are trained to defend themselves in close combat with hand parries, grapples, kicks and blows with the pommel.

Primary Skills: Brawling; Judo; Shortsword

Secondary Skills: Fast-Draw (Shortsword)

Optional Skills: Knife or Main-Gauche

Maneuvers: Arm Lock; Armed Grapple; Close Combat (Shortsword); Close Combat (Pummeling); Bind; Disarming (Judo); Eye Gouging; Feint (Shortsword); Ground Fighting (Shortsword); Hit Location (Shortsword); Improved Parry (Shortsword); Lunge (cut) (Shortsword); Off-Hand Weapon Training (Shortsword)

Cinematic Maneuvers: Dual Weapon Attack (Shortsword); Enhanced Parry; Fighting While Seated (Shortsword)

SWORD-AND-BUCKLER PLAY

14/20 POINTS

Fighting with the broadsword and buckler is a common method of self-defense among the nobility and bourgeois classes of Yrth. It also appears to be popular with the urban upper classes, students and clerics. Footsoldiers, especially archers and crossbowmen, often study it as a form of self-defense to use when their formations are broken. It is also a natural choice for elves.

Sword-and-buckler fighting relies strongly on mobility and speed. The fighter faces his opponent squarely, keeping both sword and buckler pointing forward and keeping him at arm's length. Both cut and thrust attacks are used, as are quite sophisticated fencing moves and shield bashes (thrust crushing damage, or swing crushing when swung, in which case the buckler cannot be used to Block that round). It is possible to sharpen the rim of a metal buckler (convert swing damage to cut.). Wrestling grapples, trips, throws and kicks to exploit an opportunity to step into close combat are also part and parcel of this style. Though there is a sport form intended for public display and friendly competition, this is mainly practiced as a serious form of self-defense.

Primary Skills: Brawling; Broadsword; Buckler; Wrestling

Secondary Skills: Knife

Optional Skills: Fast-Draw (Broadsword)

Maneuvers: Arm Lock; Armed Grapple; Bind; Counterattack (Broadsword); Disarming (Broadsword); Feint (Broadsword); Kicking; Lunge [cut] (Broadsword); Lunge [thrust] (Broadsword); Retain Weapon (Broadsword)

Cinematic Skills: No cinematic feats are recorded of sword-and-buckler fighters.

Cinematic Maneuvers: Enhanced Block

SWORD-AND-SHIELD FIGHTING

8/- POINTS

This style emphasizes deft footwork, fast stabbing attacks and fighting at arm's length, though it also includes some wrestling moves. Fighters hold their shields at chest height, blocking incoming attacks actively. Parries are rarely used. Attacks are made at range, lunging and jabbing at vulnerable points, and fighters need much space to circle each other and gain an advantageous position. The aggressive use of the shield is taught regularly, with bashes being executed with the boss (thr cr) and the rim (thr+1 cr). As a desperate measure, fighters can also use their shields to swing at the enemy (sw+2 cr, but the shield becomes unready).

Primary Skills: Broadsword; Shield; Wrestling

Secondary Skills: Brawling; Knife

Optional Skills: Acrobatics

Maneuvers: Attack and Fly Out; Counterattack (Broadsword); Feint (Broadsword); Hit Location (Broadsword); Lunge [thrust] (Broadsword)

Cinematic Skills and Maneuvers: Enhanced Block or Dodge.

LONGSWORD FIGHTING

19/- POINTS

The two-handed longsword (see the “New Weapons” section) represents a hybrid between a broadsword and bastard sword with a relatively light 30"-45" blade tapering evenly from base to tip and a two-handed hilt with wide quillons. The blade has a *ricasso* (unsharpened part at the base) extending almost halfway up. Fighters can grip the weapon by the hilt and ricasso for the 'half-sword' defensive stance not unlike that adopted with the staff, or place both hands on the ricasso of an inverted sword to use the Hook Maneuver with the quillons or hit the opponent over the head with the pommel (At 'half-sword' stance, only thrusting attacks can be made. Changing from the regular grip to either stance or back requires a full action. Changing from 'half-sword' to inverted sword or back is a free action.). Shorter versions are usually treated as broadswords, being no more unwieldy than any other sword or fencing weapon. This style is also taught to Hidelban's *Doppelsoeldner*, wielders of fearsome 6-foot greatswords, and though it is unlikely that any fancy footwork or deft maneuvering is possible while being encumbered with such a weapon, all men aspiring to the privileged status of greatswordman have to produce a diploma from a recognized arms-master certifying that they had mastered the longsword.

Longsword fighting is used armored as well as unarmored. The blade is intended mostly for stabbing, though its forward section is sharp enough to deliver cuts. Armored fighters use an up-close-and-personal style involving many wrestling moves and bashing and battering while unarmored fencers, unprotected from the secondary cuts likely to be inflicted by sword-blades in a scrimmage, prefer to keep their distance, circling and feinting until they see an opening to step in.

Primary Skills: Brawling; Judo; Knife; Two-Handed Sword

Secondary Skills: Broadsword

Optional Skills: Fast Draw (Knife)

Maneuvers: Arm Lock; Armed Grapple; Bind; Close Combat (Pummeling); Counterattack (2-Hd. Sword); Disarming (2-Hd. Sword); Disarming (Judo); Ground Fighting (Knife); Hit Location (2-Hd. Sword); Hook (2-Hd. Sword); Improved Parry (2-Hd. Sword); Kicking; Knee Strike; Lunge [thrust] (2-Hd. Sword); Retain Weapon (2-Hd. Sword)

Cinematic Skills and Maneuvers: Enhanced Dodge and Enhanced Parry.

Optional Rule: The Longsword Fighting style uses the Improved Parry Maneuver that is canonically reserved for light, swift weapons. Instead, the following rule is used: Improved Parry can be used with bastard swords and greatswords if the wielder's ST exceeds the MinST for these weapons (wielded two-handed) by 4 or more. Every point of ST below this limit will give a -1 penalty to Parry. Fighters gripping the sword by the hilt and ricasso in the 'half-sword' stance are considered to have +2 to effective ST for this purpose.

Polearm Forms

STAFF FIGHTING

11/18 POINTS

The staff, while essentially a poor man's weapon, is mastered by many formally trained fighters. Several arms-masters regard the use of the staff as the foundation of all spear and polearm work and the techniques are similar enough to justify that view. Contrary to the common stereotype, the staff is not the weapon of the peace-loving or non-aggressive. Ruffians going about the highways carrying long

staves with iron ferrules or points (thr+2 imp. Use the Spear Skill to stab effectively. Changing grips requires a full action) are the terror of the countryside. Stout peasant lads and merry outlaws may often have this. Elves may take to it, but do not favor the iron points.

Some staves are as long as 12', which forbids their use as a quarterstaff (see the "New Weapons" section). These are wielded with the Spear Skill (as a regular quarterstaff can be -- increase swing damage by 1), sacrificing defensive ability (1/2 Parry instead of 2/3) for increased reach and damage.

Staff fighting depends on keeping the opponent at a distance with the weapons held ready between the fighters. Long periods of circling, feinting and sparring alternate with furious attacks to vulnerable targets. Once come to grips the fighters grapple, kick and push, trying to disarm the opponent and using their weapon for extra leverage in takedowns and holds.

Primary Skills: Brawling; Staff; Wrestling

Secondary Skills: Spear; Knife

Optional Skills: Parry Missile Weapons (Staff)

Cinematic Skills and Maneuvers: Enhanced Parry and Power Blow.

SPEAR FIGHTING

9/- POINTS

The boundaries between staff and spear fighting are fluid, but the arms-masters distinguish certain techniques suitable for the one or the other. This style is especially appropriate for characters from Nomad lands, or from undeveloped savage areas.

Spear fighting, like staff fighting, is done at a distance with the opponents circling, jabbing and parrying before closing in with a killing attack. Failing that, fighters can go into close combat, having mastered a sophisticated array of wrestling moves.

Primary Skills: Spear; Staff; Wrestling

Secondary Skills: Brawling; Knife

Optional Skills: Parry Missile Weapons (Staff); Spear Throwing

Maneuvers: Arm Lock; Back Strike (Spear); Lunge (Spear); Spinning Strike (Spear); Sweep (Spear); Tip Slash (Spear)

Cinematic Skills and Maneuvers: None.

POLEARM FIGHTING

11/18 POINTS

While appearing clumsy and slow, the manifold variations on the polearm theme (bills, glaives, and halberds being the most common) are used by the arms-masters with consummate skill in a complex and brutal, aggressive style. Most polearms are relatively light (5-7 lbs) and between 6 and 8 feet in length, and can be used in a Staff grip for a defensive stance. They often had metal ferrules or even spikes attached to the butt to allow secondary attacks.

Polearm fighting is a varied style, using the strengths of the design in hand (a forest bill being used to trap an attacker's blade while the halberd's forte lies in its hook and long stabbing point). Fighters will circle each other, sparring for an opening before stepping in to attack. Parries are made with blade and haft alike, and some masters teach refined counterattacking techniques. Hooks on the blades could be used to disarm, trip or unsaddle the opponent. Wide swings are discouraged in favor of stabbing attacks, though they are often used to dispatch fallen or disarmed foes.

Primary Skills: Brawling; Polearm; Staff

Secondary Skills: Knife; Wrestling

Optional Skills: Parry Missile Weapon (Staff)

Maneuvers: Counterattack (Polearm); Disarming (Polearm); Feint (Polearm); Hook (Polearm); Kicking;

Knee Strike; Spinning Strike (Polearm); Sweep (Polearm)
Cinematic Skills and Maneuvers: Power Blow and Enhanced Parry.

POLEAXE FIGHTING

10/- POINTS

Poleaxe fighting is a sophisticated style that is popular as a sport in Zarak (with wooden axeheads). This is a frequent style choice for dwarves. Poleaxes are gripped two-handed like a quarterstaff, with the hands spaced far apart and the shaft held diagonally across the body. The emphasis is on close-in fighting, parries and jabs rather than wide swings that use the weapon's full power but expose the wielder. Hooking the axe's beak, blade or spike behind the opponent's weapon, leg or neck is another trademark technique. Some poleaxes are fitted with a concealed hollow space in the axehead to hold an irritant "blinding powder" (treat as Tear Gas, p. B132) that is spilled in the opponent's face (roll vs. Polearm-4 to release it, Active Defenses do not protect. However, every time the axe is used with a swinging attack there is a 2-in-6 chance of the powder being spilled accidentally, and any critical failure can spill it on the user.). The method is unfair, but effective.

Primary Skills: Polearm; Wrestling

Secondary Skills: Brawling

Optional Skills: Knife

Maneuvers: Arm Lock; Disarming (Polearm); Hit Location (Polearm); Hook (Polearm); Knee Strike; Retain Weapon (Polearm); Spinning Strike (Polearm); Sweep (Polearm)

Cinematic Skills and Maneuvers: None are recorded.

New Maneuvers

Armed Grapple (Hard)

***Defaults to DX-3, Wrestling-3 or Judo-3
Cannot exceed prerequisite skill level***

It is possible, if difficult, to execute grapples and throws with one's hands full. Penalties vary; a Close Combat weapon (Reach C), buckler or similarly small item will put a character at -2, a sword-sized (Reach 1) weapon or other medium-sized object will already give -4, and a weapon with a Reach greater than 2 (or other large item) will result in a -6 penalty. The Armed Grapple maneuver allows a character to buy off up to -3 of these penalties. As with Hit Location, it may not be used to increase success chances beyond what the unmodified chance would be. A character skilled in the Armed Grapple Maneuver may also use a Judo Parry at -2, while holding a close combat weapon or similarly small object. This penalty cannot be bought off. Once a grapple is established, a held weapon (not a buckler) may be used for extra leverage, giving the wielder +2 to all Contests to hold on. Grappling while armed is an important part of many armed combat styles.

Improved Parry

(p. SW20)

This Maneuver should also apply to unarmored shortsword, broadsword, and longsword forms. The wielder may not have more than Light Encumbrance and must have room to move to benefit from the Improved Parry with any of these weapons.

Hook (Hard)

Defaults to Polearm-2, Axe/Mace-2, Two-Handed Sword-2 or Two-Handed Axe/Mace-2

Prerequisite: Polearm, Axe/Mace, Two-Handed Axe/Mace or Two-Handed Sword

Cannot exceed prerequisite skill level

This attack can be used with every weapon that has a hook or hooked beak (halberds, picks, bearded axes, bills, daggeraxes, poleaxes and various exotic polearms fall into this category). A specialized form of the Maneuver is also used with the quillons of two-handed swords gripped by the *ricasso*. The attacker uses the hook to catch the target's limb, weapon or shield (the attack must be specifically targeted to one of these. Hit Location penalties apply).

A Hook attempt can be dodged, parried, or blocked. However, since the Hook does not depend on getting through armor, the PD of all armor is reduced by 2 for purposes of defending against this attack. After a successful Hook, the attacker pulls his weapon to put the target off balance. This pull happens on the same turn, immediately after the attack. If the weapon's hook is sharp this may cause some cutting damage in the process (GM's call. The amount should not exceed thr-1 even for the largest weapons). Armor protects fully. Other effects depend on what is hooked.

If a weapon is caught, the attacker may attempt to disarm the target. Roll a Quick Contest between the attacker's Hook and the defender's Weapon Skill or Retain Weapon Maneuver. If the attacker wins, the target is disarmed. If the defender wins he retains his weapon, but an unbalanced weapon is unready the following turn. Swords, knives and similar weapons without protrusions to catch onto cannot be hooked. If a shield is hooked the attacker can pull it aside. Roll a Quick Contest between the attacker's Hook and the defender's Shield Skill. If the attacker wins, the shield becomes unready. The defender is prevented from blocking and loses the benefit of its PD until he can re-ready it.

If a limb or the neck is hooked, the attacker may pull the defender off balance. Roll a Contest of ST between the attacker and defender (the attacker is at -1 if he uses one hand only, +1 for a weapon with Reach 2, +2 for one with Reach 3. A mounted defender may substitute his Riding Skill for ST). If the weapon does damage to an unprotected location, the defender needs to make a Will Roll to force himself to resist the pull (+2 for Combat Reflexes, +4 for High Pain Threshold). If the attacker wins the Contest of ST, the defender is pulled off balance and cannot use any attacks or Active Defenses the following round. If he wins by more than 2, the defender falls down. If the defender wins he keeps his balance and can act normally.

Mounted Shooting (Hard) ***Defaults to any Ranged Weapon Skill-4***
Cannot exceed prerequisite skill level; must specialize

In addition to the bow, cavalymen can learn to competently use almost any ranged weapon while mounted. Javelins and darts were commonly used from horseback in Antiquity, crossbows in the late Middle Ages, and carbines and pistols in the modern world. This Maneuver represents such training. It reduces the penalty for shooting from a moving horse for other weapons in exactly the same manner that Horse Archery does for the Bow Skill.

Mounting Vault (Average) ***Defaults to Riding-3, Jumping, Acrobatics or***
Equestrian Acrobatics
Prerequisite: Riding

Cavalrymen, and anyone else who depends on speed and versatility, can be trained to vault into the saddle. For an unencumbered man to jump on a standing horse with a 3-hex running start is at Riding-3. Add the rider's Encumbrance and the horse's Move, if any, to the Penalty. Elite cavalymen are able to leap onto a trotting horse in full armor.

Attempting to vault onto a horse is tricky. On a failure, roll vs. DX immediately. On a success the rider is left standing beside the horse looking stupid. On a failure he falls to the ground. A critical failure results in a fall and spooks the horse.

Spear Couching (Hard) ***Defaults to Spear-5***
Prerequisite: Riding
Cannot exceed spear skill level

The couching maneuver enables a spearman to brace himself on a horse so that he can use a spear like a lance. If the maneuver succeeds, then the rider can attack with the spear using damage based on the ST of the mount (instead of that of the rider). A cavalry saddle gives +1 to couching.

Swim with Mount (Average)

Defaults to Riding-4

Prerequisite: Riding

Cannot exceed prerequisite skill level

This Maneuver represents the ability to control a horse in the water. A roll has to be made when entering the water and every time the rider tries to change direction or do anything other than just sit still. Obviously, the horse has to be trained to do this as well. The best horsemen are supposedly able to throw javelins, shoot bows and engage in swordfights while their mounts are swimming. Even less able cavalymen using this Maneuver will be able to cross rivers, lakes and inlets without putting aside their armor and shield and emerge on the opposite bank fully battle-ready.

Twirling Javelin (Hard)

Defaults to Spear Throwing -2

Prerequisite: Spear Throwing

Cannot exceed prerequisite skill level

It is possible to throw a balanced javelin so that it flies end over end, like a throwing axe, rather than in a straight line. This allows the thrower to send the spear around an enemy's shield but requires a good eye for range to make sure the weapon doesn't impact sideways, or butt forward. A twirling javelin reduces the effective PD of a shield by 2 for all Active Defenses. However, it is less accurate (Acc 1) and has less range (1/2 Dam: ST, Max: ST x 1 1/2) than a regularly thrown javelin. The Twirling Javelin Maneuver is taught to some cavalymen to fight shield-bearing warriors in close formation. It is impressive to look at, but not much use beyond this narrow specialty.

New Weapons

Hand Weapons

Weapon Type Damage Reach Cost Weight Min ST Special Notes

FENCING (DX-5)

Elven smallsword	imp	thr +2	C, 1	\$2000	1 lb.	—	Max 1d+2, Fine quality
	cut	sw	1				
Elven longsword	imp	thr +2	1, 2	\$3000	1 1/2 lb.	7	Max 2d-1, Fine quality
	cut	sw +1	1				

KATANA (DX-5 or Broadsword -2)

Fae Knife	cut	sw+2/+3	1,2	\$5000	4 lbs.	10	Fine quality
	imp	thr +3	1				

TWO-HANDED SWORD (DX-5)

2-Handed Longsword	imp	thr +2	1,2	\$600	4 lbs	7	Only the last third of the blade is sharp
	cut	sw+1	1,2				

SPEAR (DX-5)

Long Staff	cr	sw+3	1,2,3	\$20	6 lbs	9	Uses spear skill					
	cr	thr+1	2,3									

Ranged Weapons

Weapon Malf Type Dam SS Acc 1/2Dam Max Wt Cost RoF Shots ST Spec.

BOW

Elven longbow	crit.	imp	thr+3	13	3	STx18	STx24	3	\$1500	=	1	10	Max 1d+4
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Elven longbow. Based on the real Welsh bow, this roughly-fashioned bow is about four feet long, made of elm, with a shorter range but great power. Much more practical for woodlands use than a six-foot longbow. Welsh bows were often fired at close range, as an ambush weapon. Weight 3 lbs; Cost \$250. (Note: the Elven version of the bow is of fine quality)