

Jab: Jabbing a weapon straight at your enemy is faster than swinging it in an arc and thus affords a faster weapon speed. However, damage dice for jab attacks are halved and penetration is not possible. The character must also be using a weapon with a listed jab speed (see *Chapter 12: Goods and Gear*).

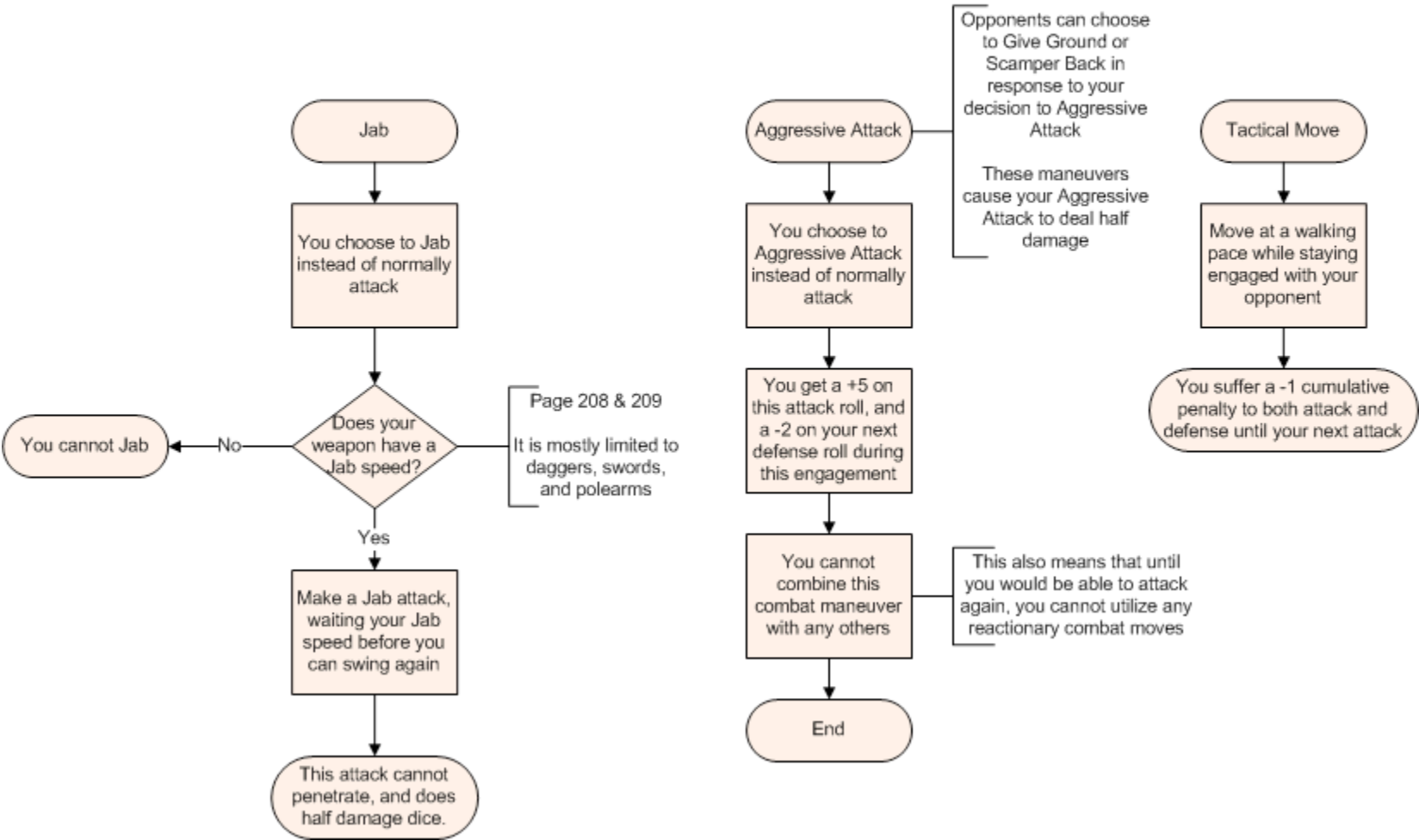
For instance, a thief might spend 7 seconds to wield his dagger with a slicing motion, or use only 5 seconds to jab it at his foe. Likewise, a fighter might take 8 seconds to land a swing from his short sword into a bugbear's fat head or only spend 7 seconds jabbing it through the slob's beer gut.

Aggressive Attack: The attacker makes a flurry of blows (like an experienced swordsman might) or a vicious lunge (like a snarling, snapping storm wolf), gaining him a +5 bonus on his next Attack Roll and -2 to his next Defense Roll. Fighters often use this attack in order to intimidate a foe into giving ground.

A successful Aggressive Attack results in only half damage if the defender utilizes either the Give Ground or Scamper Back maneuver (the defender may announce his intention to give ground in reaction to the attacker announcing an aggressive attack, but prior to the aggressor's attack roll). The Aggressive Attack cannot be combined with any other combat maneuver, nor can such be employed until the aggressor's next attack opportunity.

Tactical Move: During any second, a character can choose to move at a walking pace while still engaged with an opponent. Such a move affords a -1 penalty to both attack and defense until the character's next attack. While during combat all characters are continually dodging blows and moving about, on average they remain in the same location and further, these moves are made in response to attacks and opportunities to attack. The Tactical Move is somewhat different in that the character is forcing a move in a deliberate direction, thus it slightly and temporarily hampers his combat capabilities. *Penalties for multiple tactical moves are cumulative.*

Jab
Aggressive Attack
Tactical Move

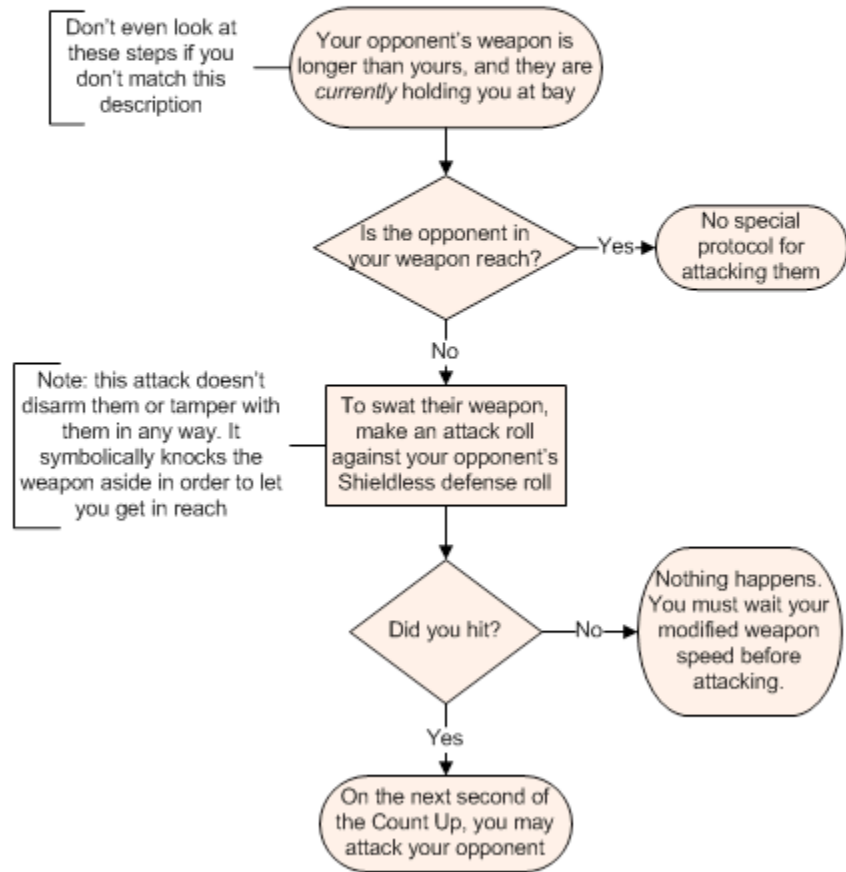
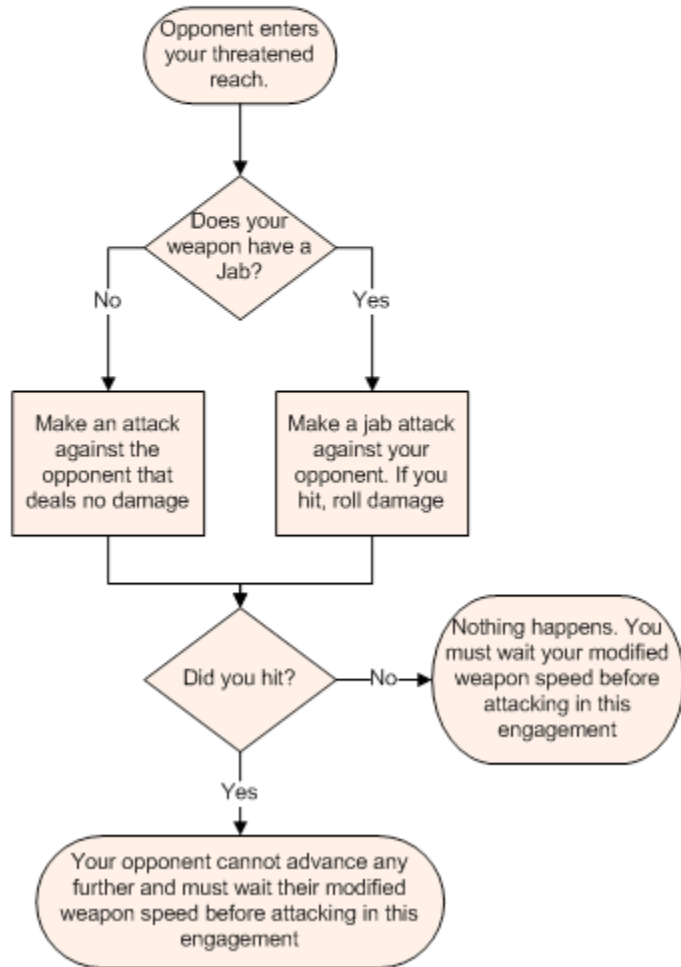


Hold at Bay: If a single target enters into a Character's Reach, the character may attempt to Hold them at Bay; this prevents said opponent from attacking the character's body, or from advancing any closer. If the weapon has a Jab speed (see the Jab special combat maneuver), the character may make a Jab attack for the normal effects, in addition to attempting to Hold them at Bay; a weapon lacking a Jab speed may also be used for this purpose, but inflicts no damage.

If a character is within his opponent's reach, but his own weapon is not within reach (because it's smaller) and he is held at bay, he'll need to knock aside his opponent's weapon before he can engage (a successful attack on the weapon knocks it aside). If not held at bay, the attacker with the smaller weapon needn't bother knocking the weapon aside. Note, this technique can be accomplished with a non-jabbing weapon, however, in such a case, a successful attack delivers no damage whatsoever, it simply holds the enemy at bay (as opposed to a jabbing weapon which affords jabbing damage on a successful Hold at Bay).

To land a hit on an opponent's weapon, the attacker must make a successful d20p Attack roll against the defender's shieldless Defense roll. If the attacker succeeds, he may perform his attack roll on the defender during the next second of the Count Up.

Hold at Bay

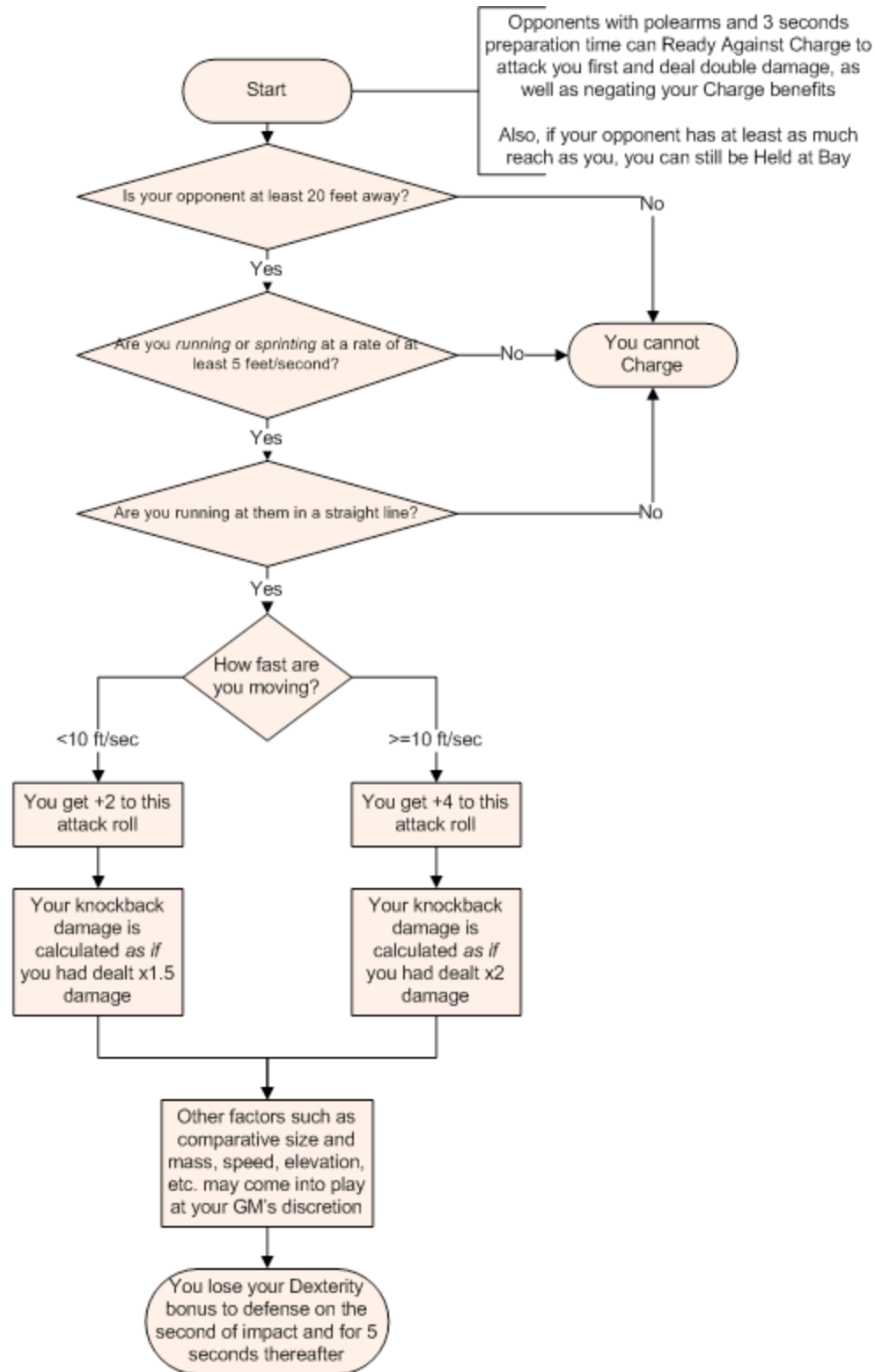


Charge: By running or sprinting (at a movement rate of 10 feet/s or greater) into a foe at least 20 feet away in a straight line, an attacker gains an additional +4 to attack but loses any Dexterity bonus to defense upon contact with an enemy and for 5 seconds thereafter. Normal damage is inflicted upon the first creature interdicting the charge but is doubled solely for purposes of determining knock-backs.

Running or sprinting at a rate of 5-10 feet/s only nets the attacker a +2 Attack bonus and damage is multiplied by 1½ solely for purposes of determining knock-backs. If the attacker's speed is 5 feet/s or less, he cannot charge.

Other factors may come into play with respect to charging such as comparative size and mass, speed and elevation. Your GM has more specific rules to cover these situations.

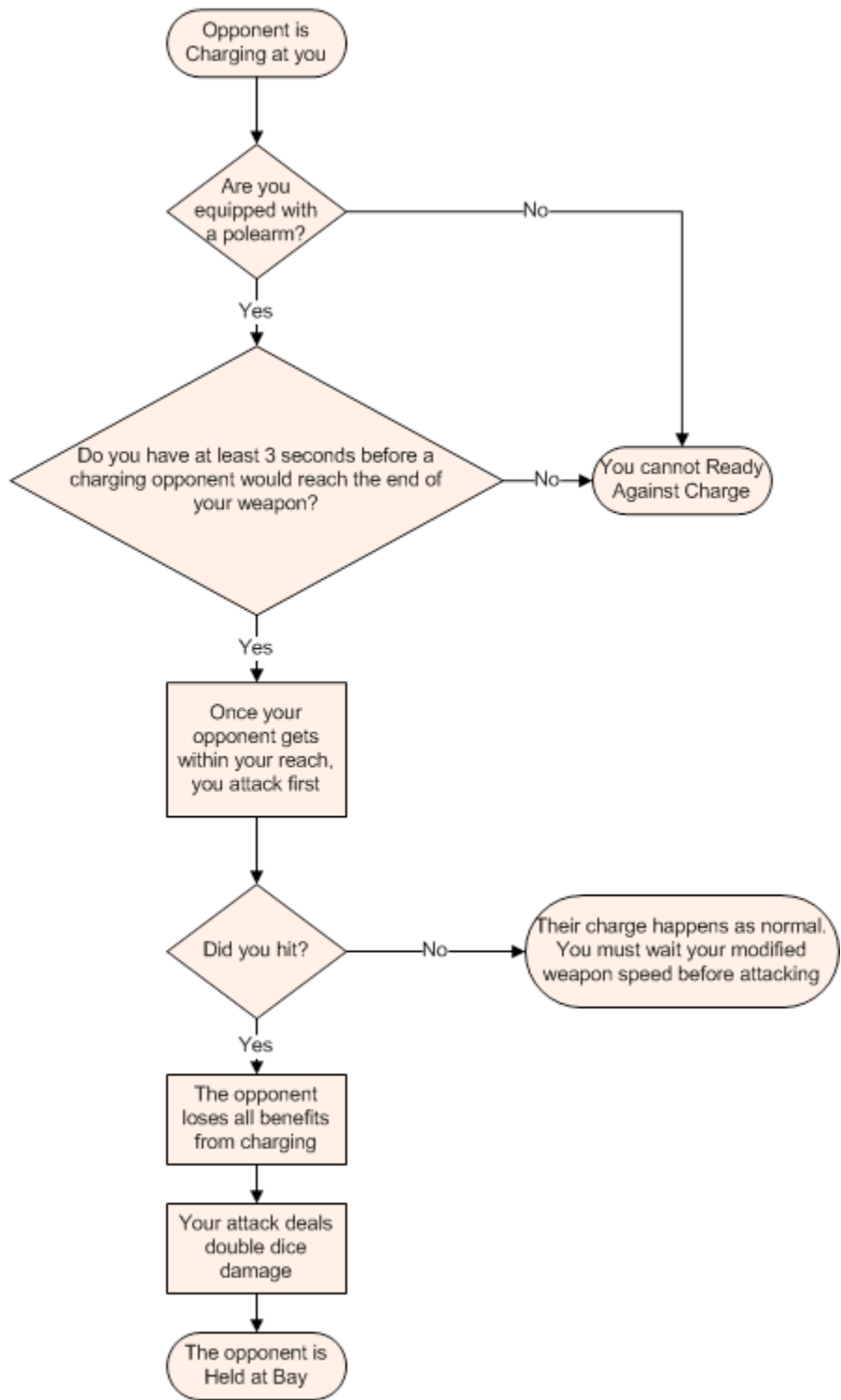
Charge



Ready Against Charge. A defender with reach and a spear or other polearm (as defined in the equipment chapter) may set his weapon for a charge by bracing the butt of the weapon on the ground, against his foot, wall or another solid object and holding firm. Bracing in such a manner takes 3 seconds prior to a charging foe reaching the end of the weapon. The defender then attacks first.

A successful melee attack not only breaks the charge (all attacker charge benefits are lost) but also causes double weapon damage (e.g., 4d6p points of damage for a spear instead of the normal 2d6p). Further, the attacker is held at bay (see the Hold at Bay special combat maneuver).

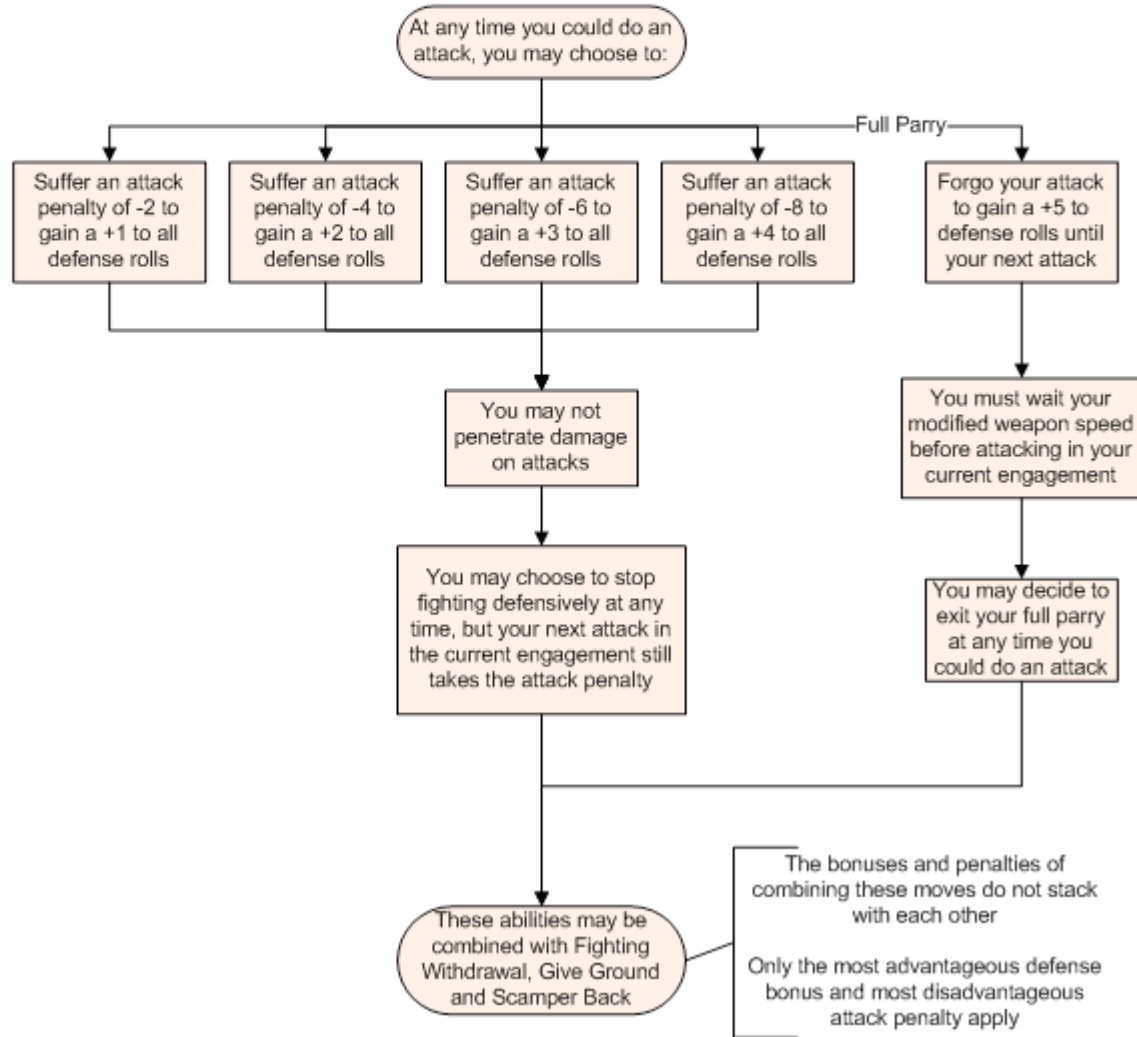
Ready Against Charge



Fight Defensively: Before his attack, a character may announce he's fighting defensively and suffer an attack penalty of -2, -4, -6, or -8, but gain a corresponding +1, +2, +3, or +4 to all defense rolls (the defense modifier is half the attack penalty, i.e. -2/+1, -4/+2, -6/+3, or -8/+4). The defender may not apply penetration damage to his successful attacks while using this maneuver even should he score a *Near Perfect* or *Perfect Defense* (see page 241). The defender can choose to stop fighting defensively at any time, however the next attack against the foe with whom he was fighting defensively is still subject to the attack penalties noted above. This maneuver may be combined with the Give Ground or Scamper Back maneuvers.

Full Parry: A defender can forgo his attack and instead focus exclusively on interdicting his opponent's attack. The Full Parry maneuver provides a +5 to the defense roll and resets the defender's Count for his next attack (i.e. the opponent's next attack occurs at its speed in seconds after the full parry is declared). This may be combined with the Give Ground, Scamper Back and/or Fighting Withdrawal maneuvers.

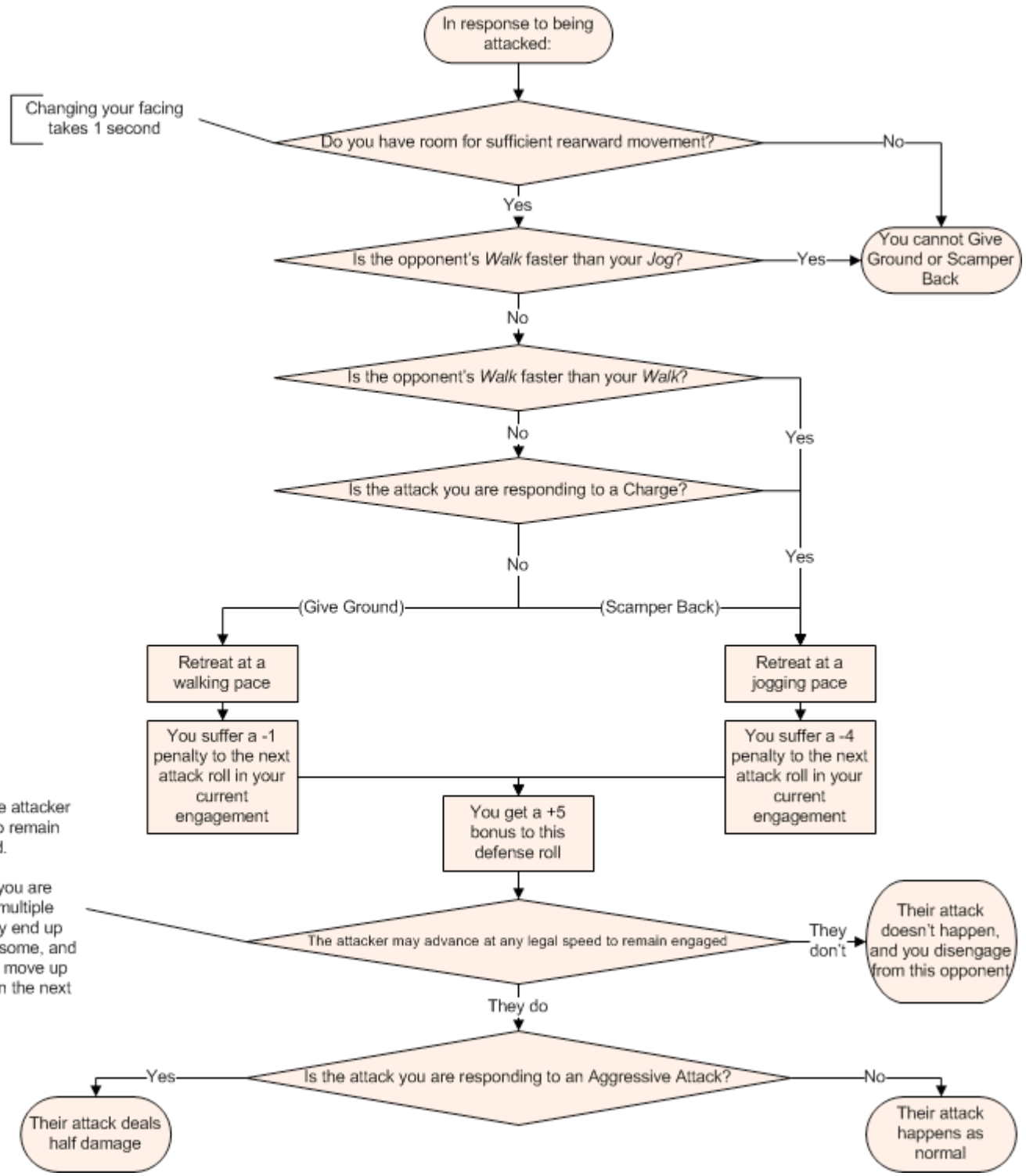
Fight
Defensively
&
Full Parry



Give Ground: When an opponent rolls its Attack die, a defender can opt to retreat at walking speed to gain a +5 to his defense roll and a -1 to his next attack roll. The attacker can automatically advance or press forward in conjunction with this rearward movement but doing so does not mitigate the defensive advantage. Of course, if the defender doesn't have room to retreat, he cannot give ground. Further, creatures whose opponent walks at a faster speed cannot use this maneuver (e.g., a halfling fighter cannot give ground against an orc, but can against a kobold). One cannot give ground when the subject of a charge!

Scamper Back: As an opponent rolls its Attack die, the defender can choose to retreat at jogging speed gaining a +5 to his defense roll but suffering -4 to his next attack roll if applicable. The attacker can automatically advance at any legal speed to remain engaged but this movement does not supersede the defender's advantage against the attack. Of course, if the defender doesn't have the room to retreat available, he cannot give ground. Further, creatures whose opponent walks at a faster speed than the defender jogs cannot use this maneuver (e.g., a halfling fighter cannot Scamper Back when being attacked by a wolf, but can against an orc).

Give Ground & Scamper Back



Changing your facing takes 1 second

Note that only the attacker may advance to remain engaged.
 Be warned: if you are engaged with multiple targets, you may end up disengaging with some, and allowing them to move up and attack you on the next second

Fighting Withdrawal: The defender uses his normal walking movement to back up or sidestep during melee. The withdrawing character suffers a -2 penalty to his next attack and as long as he continues withdrawing (e.g. he is at a -2 Attack penalty for as long as he is conducting a fighting withdrawal). Attackers are free to pursue unless interposing allies prevent this.

Flee: Characters may choose to turn and jog away from melee combat at any time. This may subject them to an attack from their opponent but only if said attacker is due an attack roll in the next (half weapon speed) seconds. Choosing to flee is thus most opportune immediately after an opponent has attacked. The presence of an ally who can threaten the creature from which you're fleeing will also negate its ability to 'tee off' on you whilst fleeing.

Flee & Fighting Withdrawal

