

ACCIDENTAL INJURY

*You deflect or twist the attack
so Attacker Fumbles
and injures Self.*

Attacker rolls weapon's Damage
and applies to Self
(Random Location).

If unarmed, Attacker
is injured internally
(ignore Armour.)

ATTACKER FUMBLES!

ACCIDENTAL INJURY



ATTACKER FUMBLES!

ARISE

*Defender uses a
momentary opening
to roll back up to
standing.*

ARISE



BASH

*Attacker bashes Defender
off balance.*

SHIELD: Fall back 1 m per every
2 pt of rolled Damage

BLUDGEON: Fall back 1 m per
every 3 points of
rolled Damage

Must be no more than
2x Attacker's SIZ.

If forced into an obstacle, Attacker
must make a Hard Athletics or
Acrobatics roll to avoid falling.

BASH



BLEED

Attacker cuts open a major blood vessel.

DEFENDER:

If injured, make Endurance roll (vs. Attack) not to start bleeding out

START OF EACH ROUND:

Defender loses 1 Fatigue until collapse/death

A First Aid Roll can staunch bleeding, but Defender may perform No Other Actions.

See Bleeding page 71.

BLEED



BLIND OPPONENT

*You briefly blind Attacker
(by throwing sand in the eyes,
reflecting sunlight off a shield, etc.)*

Attacker must make an Evade (or
Weapon Style, if using a shield) roll
vs. Defender's original Parry.

If failed, Attacker suffers the
Blindness situational modifier
for the next 1d3 turns.

DEFENDER CRITICALS!

BLIND OPPONENT



DEFENDER CRITICALS!

BYPASS ARMOUR

*You find a gap in the
Defender's natural or worn
armour.*

If Defender is wearing armour above natural protection, then Attacker must decide which is bypassed.

| This effect can be *Stacked* |
to bypass both.

Physical protection gained from magic is considered 'worn armour'.

ATTACKER CRITICALS!

BYPASS ARMOUR



ATTACKER CRITICALS!

CHOOSE LOCATION

You may freely select Location where your blow lands.

HAND-TO-HAND MELEE:

Choose location the blow lands.

Must be within reach.

RANGED WEAPON:

Critical Success if Defender is within close range and either stationary or unaware of Attacker.

CRITICAL SUCCESS!

RANGED ONLY

CHOOSE LOCATION



CRITICAL SUCCESS!

RANGED ONLY

CIRCUMVENT COVER

You fire your high-tech weapons around a Defender's cover.

Typically requires self-guided ammunition.

If used as a Trick Shot (bouncing a laser blast off a mirror or ricocheting a bullet off a wall), then treat as a *Critical Success*, but with a commensurate reduction in damage.

CRITICAL SUCCESS!

REDUCED DAMAGE

CIRCUMVENT COVER



CRITICAL SUCCESS!



CIRCUMVENT PARRY

You completely bypass an otherwise successful Parry.

On a Critical only,
Attacker ignores Defender's
Parry.

ATTACKER CRITICALS!

CIRCUMVENT PARRY



ATTACKER CRITICALS!

CLOSE RANGE

You automatically change the Engagement Range to favour the shorter weapon.

Usable by Attacker or Defender.

Range is now favours the shorter weapon.

See Weapon Reach on page 106.

CLOSE RANGE



COMPEL SURRENDER

*You force the surrender
of a Helpless or
Disadvantaged Target
(disarmed, lying prone and
unable to regain footing, suffering
a serious wound, etc).*

No damage taken;
Target is only threatened.

Target must make a Willpower
roll vs. original Attack or Parry,
or capitulate.

COMPEL SURRENDER



DAMAGE WEAPON

You damage Target's weapon as part of an Attack or Parry.

ATTACK:

Attacker aims specifically at Defender's parrying weapon and applies the Damage roll to it.

PARRY:

Defender rolls weapon's Damage and applies to Attacker's weapon.

Targeted weapon uses its Armour Points to resist Damage.
If reduced to 0, it breaks.

DAMAGE WEAPON



DISARM OPPONENT

You knock, yank, or twist the weapon out of the Target's hand.

Target makes Combat Style roll vs. disarmer's original roll. If failed, weapon is flung a distance equal to the disarmer's Damage Modifier in metres or lands at disarmer's feet.

Each step in SIZ of weapon increases Target's difficulty by 1 grade if larger or decreases the difficulty by 1 grade if smaller.

Target must be no more than
2x Attacker's STR.

DISARM OPPONENT



DROP FOE

You inflict at least a Minor Wound on the Defender.

Defender must make a Endurance roll vs. Attacker's original roll or succumb to shock and pain, becoming Incapacitated and unable to continue fighting.

Defender can make a First Aid roll or using a technological or narcotic booster to recover.

Otherwise, Defender incapacitated for a period equal to 1 hour divided by Defender's Healing Rate.

DROP FOE



DUCK BACK

As a shooter, you can immediately duck back into cover.

Attacker immediately performs a Take Cover Action.

Attacker must already be standing or crouching adjacent to some form of cover.

DUCK BACK



ENHANCE PARRY

You deflect the entire force of an Attack.

On a Critical, Defender deflects the entire force of an Attack, no matter the size of Defender's weapon.

DEFENDER CRITICALS!

ENHANCE PARRY



DEFENDER CRITICALS!

ENTANGLE

You immobilise a Location using an entangling weapon (whip, net, etc.).

ARM: Target cannot use items held.

LEG: Target cannot move.

HEAD, CHEST, ABDOMEN:

Target's rolls 1 grade harder

Entangler can spend an Action Point to automatically *Trip Opponent*.

Target can make Brawn vs. Defender's roll to break free or win a Special Effect (*Damage Weapon, Disarm Opponent, or Slip Free*).

ENTANGLE



FLURRY

You can make an immediate follow-up Attack using a different limb or body part.

For instance, Attacker may follow up a punch to the abdomen with a knee to the face.

Additional Action costs an Action Point, but potentially allows several Attacks in sequence before Defender can respond offensively.

┆ This effect can be *Stacked*. ┆

FLURRY



FORCE FAILURE

You force a Target who Fumbles to fail a roll.

Used in combination with other Special Effects when Target Fumbles.

Target fails Resistance roll by default, thereby, automatically becoming disarmed, tripped, etc.

TARGET FUMBLES

FORCE FAILURE



TARGET FUMBLES

GRIP

You grab the Defender with your empty hand (or similar limb) to prevent a change of weapon or disengagement.

Must be within Unarmed
Combat reach.

Defender may break free on
Turn with an Opposed Brawn or
Unarmed roll (Attacker's choice).

Breaking free may not be possible.
See Brawn on page 39.

GRIP



IMPALE

You drive weapon into Defender.

Pick best of 2 rolls for Damage. if Armour is breached, Defender either:

WEAPON REMAINS: Defender's skill rolls are 1 grade harder.

WITHDRAW WEAPON: Use Ready Weapon Action and pass unopposed Brawn roll. Damage = $\frac{1}{2}$ normal, no mod; normal for Barbed weapons.

IMPALE SEVERITY

SIZ	S	M	L	H	E
1-10	FOR	HERC	INCAP	INCAP	INCAP
11-20	HARD	FOR	HERC	INCAP	INCAP
21-30	N/A	HARD	FOR	HERC	INCAP
31-40	N/A	N/A	HARD	FOR	INCAP
41-50	N/A	N/A	N/A	HARD	INCAP

IMPALE



KILL SILENTLY

You neutralise the Defender in complete silence (cover mouth/grab neck whilst stabbing, cutting, or garrotting).

Must have *Assassination* trait.
Useable only on a Surprised target and in the 1st attack.

If attack inflicts a Serious Wound, Defender fails Endurance roll automatically.

Defender cannot make *any* sound for 1 Round.

KILL SILENTLY



MARKSMAN

You can move the Location on your shot by 1 step to an adjoining body part.

Physiology affects what can be re-targeted – apply common sense.

EXAMPLES:

- On a humanoid, a Leg shot could be moved up to the Abdomen instead.
- On a griffin, a chest shots permits Attacker to select Forelegs, Wings, or Head.

MARKSMAN



MAXIMISE DAMAGE

You can substitute 1 of a weapon's Damage dice for its full value.

EXAMPLES:

- A hatchet that normally does 1d6 would be treated as a '6'.
- A great club that does 2d6 would inflict 1d6+6 damage.

| This effect may be Stacked. |

Can be used for natural weapons.
Does not affect the Attacker's
Damage Mod (rolled normally).

ATTACKER CRITICALS!

MAXIMISE DAMAGE



ATTACKER CRITICALS!

OPEN RANGE

You automatically change the Engagement Range to favour the longer weapon.

Usable by Defender only.

Range is now favours the longer weapon.

See Weapon Reach on page 106.

OPEN RANGE



OVEREXTEND OPPONENT

You sidestep or retreat at an inconvenient moment, causing the Attacker to overreach.

Attacker cannot attack
on the next Turn.

| This effect can be *Stacked*. |

OVEREXTEND OPPONENT



OVERPENETRATION

You shot through multiple Targets that are in a line or in a densely packed group.

Attacker's shot travels through 1st Defender, and if it overcomes the Armour, hits 2nd Defender, doing 1/2 Damage to 2nd Defender. Any other Special Effects apply to 1st Defender only.

Works best with high-powered or armour-piercing weapons.

CRITICAL HIT ONLY!

OVERPENETRATION



CRITICAL HIT ONLY!



PIN DOWN

You intimidate the Defender into ducking behind cover and losing an attack.

Defender must make an Opposed Willpower roll vs. Attacker's hit roll or hunker down under cover unable to attack on the next Turn.

This Special Effect works even if no actual Damage is inflicted on Defender, as it relies on the intimidation effect of fire passing very close by.

|| This effect can be *Stacked*. ||

PIN DOWN



PIN WEAPON

You manouvre your body to pin a Defender's weapon or shield, rending it unusable.

Defender may try to wrestle or manoeuvre the pinned item free.

This costs an Action Point and works as per *Grip*.

A Defender lacking a weapon or shield in the other hand must Evade or use Unarmed skill to avoid attack, or Disengage entirely.

CRITICAL HIT ONLY!

PIN WEAPON



CRITICAL HIT ONLY!

PREPARE COUNTER

You read the patterns of your foe and pre-plan a counter.

Defender secretly notes a specific Special Effect to counter.

If Attacker uses that Special Effect during the fight, then Defender instantly substitutes Attacker's effect with one of her own, which succeeds automatically.

| This effect can be *Stacked*. |

PREPARE COUNTER



PRESS ADVANTAGE

*You press the Defender,
forcing them to remain
defensive.*

Defender cannot attack
in the next Turn.

Using this Special Effect,
Attacker can potentially establish
an unbroken sequence of Attacks
whilst Defender desperately
blocks.

PRESS ADVANTAGE



RAPID RELOAD

You can reload faster.

When using a Ranged weapon, Attacker reduces the Reload time for the next shot by 1.

┆ This effect can be *Stacked*. ┆

RAPID RELOAD



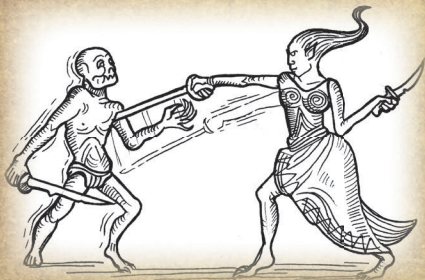
REMISE

You use a small weapon to perform a follow-up Attack on the Defender's Turn.

Attacker performs a sequential follow-up Attack with a weapon of size Small on Defender's next Turn.

Defender must change a proactive Action into a reactive Action.

REMISE



SCAR FOE

You scar the Defender permanently and noticeably.

Target is given a scar that will disfigure the Target for the rest of his or her life.

EXAMPLE: A slice across the face or an artfully inscribed letter across the chest.

SCAR FOE



SELECT TARGET

You deflect or manoeuvre an Attacker's Fumble such that it hits a bystander instead.

New Target must be in reach of Attacker's close combat weapon or, in the case of a Ranged Attack, in the line of fire.

New Target is completely surprised by the 'accident' and has no chance to avoid the attack. Counts as an Automatic Hit, but garner no Special Effect.

ATTACKER FUMBLES

SELECT TARGET



ATTACKER FUMBLES!

SLIP FREE

*You can escape from
being entangled, gripped,
or pinned.*

This Special Effect automatically
negates the following:

- *Entangle*
- *Grip*
- *Pin Down*

DEFENDER CRITICALS!

SLIP FREE



DEFENDER CRITICALS!

STAND FAST

*You brace yourself
to avoid being knocked
back.*

Defender braces against the force of an Attack, thus avoiding the Knockback effects of any Damage received.

STAND FAST



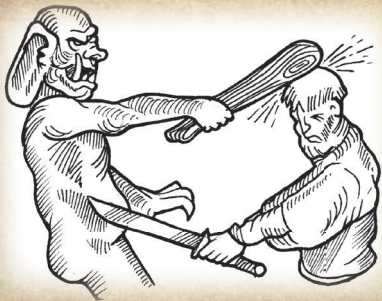
STUN LOCATION

You use a bludgeoning weapon to temporarily stun the body part struck.

If the blow overcomes Armour Points, Defender must make an Endurance roll vs. original Attack roll, or Location is Incapacitated for a number of Turns equal to Damage inflicted.

- A blow to the Torso causes Defender to stagger winded, only able to defend.
- A Head shot renders Defender briefly insensible.

STUN



SUNDER

You use a 2-handed weapon to damage the Defender's Armour or natural protection.

Damage in excess of the protection's Armour Points (after applying Parry or Magic) reduces the AP value of that Armour(ed) location (ripping straps, bursting rings, creasing plates, tearing away hide, scales, or chitin).

Any remaining Damage after the protection has been reduced to 0 AP, carries over onto the Hit Points of the location struck.

SUNDER



TAKE WEAPON

You take an opponent's weapon away by twisting or yanking it.

Useable only if Unarmed.
Opponent must be no more than
2x taker's SIZ.

Target must make a Combat Style roll vs. original Unarmed roll, or the weapon is taken. From that moment, the weapon belongs to taker.

This Special Effect differs from *Disarm Opponent* in that the SIZ of the weapon is largely irrelevant.

TAKE WEAPON



TRIP OPPONENT

You overbalance or throw your opponent to the ground.

Target must make an Opposed roll of Brawn, Evade, or Acrobatics against the tripper's Attack roll, or fall Prone.

Quadruped (or many-legged) opponents may substitute Athletics for Evade and treat the roll as 1 difficulty grade easier.

TRIP OPPONENT



WEAPON MALFUNCTION

*Your firearm or bow
malfunctions rendering
it useless.*

The weapon will not work again
until until time can be spent
field stripping and cleaning or
repairing it.

ATTACKER FUMBLES

WEAPON MALFUNCTION



ATTACKER FUMBLES



WITHDRAW

You move out of reach.

Defender may automatically withdraw out of reach, breaking off engagement with that particular Attacker.

WITHDRAW



ACTION POINT



ACTION POINT



ACTION POINT

ACTION POINT



ACTION POINT



ACTION POINT

ACTION POINT



ACTION POINT



ACTION POINT

ACTION POINT



ACTION POINT



ACTION POINT

LUCK POINT



LUCK POINT



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LUCK POINT



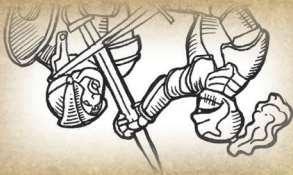
LUCK POINT

PRONE



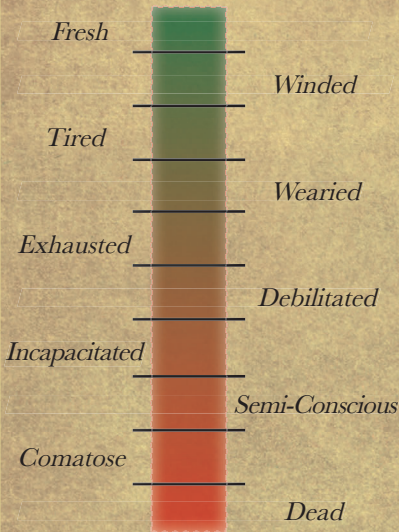
DISARMED

PRONE



DISARMED

FATIGUED



FATIGUE



FATIGUE

IMPALED



Hard



Formidable



Herculean

IMPALED



IMPALED

CANNOT ATTACK



Lost Advantage



Outmanoeuvred



Overextended



Preparing a Spell



Serious Wound



Stunned Location

CANNOT ATTACK



CANNOT ATTACK